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N64 PRO

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FIFA '99

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CREATURES**

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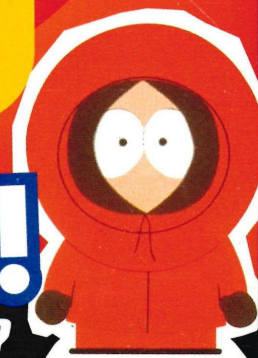
PENNY RACERS

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TENNIS**

WORLD EXCLUSIVE!
LOONEY
TUNES EXPLOSION!

WIN!

Oh my God! We've killed Kenny! Want his head?



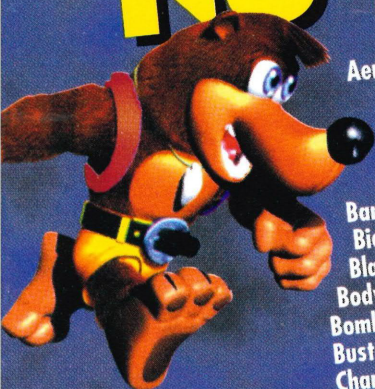
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ISSUE 18 MARCH 1999



03
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Chameleon Twist
Chopper Attack
Cruisin the World
Cruisin USA
Dark Rift

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Diddy Kong Racing
Doom 64
Dual Heroes
Duke Nukem 64
Extreme G
Extreme-G 2
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F1 Pole Position
F1 World Grand Prix
Fifa 64
Fifa 98
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Flying Dragon
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F-Zero X
Gex
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GT64 Championship Edition

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Iggy's Reckin Balls
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ISS 98
Jeopardy
J-League 11 Beat 97
Killer Instinct Gold
Lylat Wars
Mace: The Dark Ages
Madden 64
Madden NFL 99
Major League Baseball: K Griffey Jr
Mario Karts
Mike Piazzas Strike Zone
Mischief Makers
Mission Impossible
Mortal Kombat 4
Mortal Kombat: Sub Zero
Mortal Kombat: Trilogy
Multi-Racing Championship
Mystical Ninja: Starring Goemon
Nagano Olympic Hockey
Nagano Winter Olympics98
Nascar Racing 99
NBA Courtside
NBA Hangtime
NBA Zone 98
NFL Quarterback 98
NFL Quarterback Club 99
NHL 99
NHL Breakaway
Off-Road Challenge
Pilot Wings
Puyo Puyo Sun 64
Quake 64

Quest 64
Rampage World Tour
Robotron 64
Rush 2
San Francisco Rush
Shadows of the Empire
SimCity 2000
Snowboard Kids
Space Dynamites
Space Station
Star Soldier
Super Mario
Super Robot Spirits
1080 Snowboarding
Tetrisphere
Top Gear
Top Gear Rally
Turok: The Dinosaur Hunter
Turok 2
Twisted Edge
Virtual Chess 64
Waialae Country Club
War Gods
Wave Race
W. Gretzkys 3D Hockey
W. Gretzkys 3D Hockey 98
WCW Vs NWO World Tour
WCW/NWO Revenge
Wetrix
World Cup 98
WWF War Zone
Yoshis Story
Zelda

A
simple
call and
you've
got the
cheat

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PRESS # TO MOVE BACK ONE STEP

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PLAYSTATION CONSOLE
Chris Goss, Barnsley
PREMIER MANAGER 98
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Henry People

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N64 PRO



Greetings Earthlings,
I'm here to blow up your planet.
Won't that be lovely? So make sure you
savour this latest issue of **N64 Pro**, because
once your planet has been blown up with a great
big kaboom you'll never see another one! I came
in peace, but that Noely made me so mad that
I decided **total annihilation** was the only
option! Goodbye Earthlings, I'd say it
was nice to have met you,
but it wasn't!

The lads

We're all big kids at heart, so who are our favourite 'toons?



Mark...

enjoys the
anarchic laughs
provided by the
Ren and Stimpy
Show



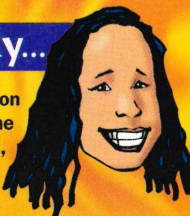
Jim...

reckons Hong
Kong Phooey,
because he's a
mild mannered
janitor too!



Lewis...

can't get enough
of those kerazzy
kids on Saturday
morning TV show
Rugrats



Noely...

models himself on
Dougal from the
Magic Roundabout,
although that's not
really a cartoon!



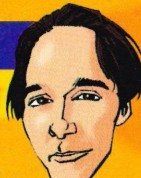
Steve...

yearns for the
return of Batfink.
His wings were
like a shield of
steel you know?



James...

is partial to that
'dethpicable'
Daffy Duck,
preferably with
apple sauce!



Paul...

plumped for
Danger Mouse
because he
looks a bit like
Penfold



Tip-X...

is great friends
with Marvin, and
managed to talk
him out of
blowing us up!



Scoop...

laughs himself silly at
the antics of dippy
Disney dog Goofy,
although we all think
he's rubbish!

The 8 Commandments

N64 PRO will always review games dead honestly, and we'll
always ask at least one of you lot for your opinion too!

N64 PRO will be bang up to date with the latest reviews, finest
previews and most up to the minute news in every single issue

N64 PRO will scour the galaxy to find each and every new
cheat possible for every single N64 game, even if it kills us!

N64 PRO team members will never talk down to our readers -
even the really thick ones!

N64 PRO will always be written by experts who live and
breathe N64 gaming

N64 PRO will always give the most coverage to the best games,
and not waste our time - or yours - rambling on about the
rubbish ones

N64 PRO will always be the most reader-interactive N64 mag
around - giving you the chance to have YOUR say in many
different ways

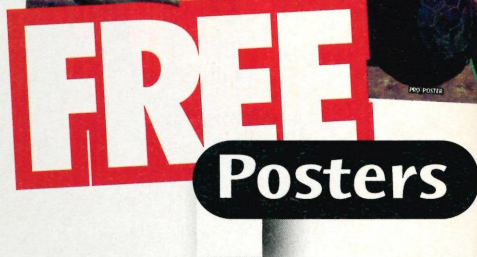
N64 PRO will always feature the latest cheats, and the guides
to the games you want to see cracked!

N64 PRO

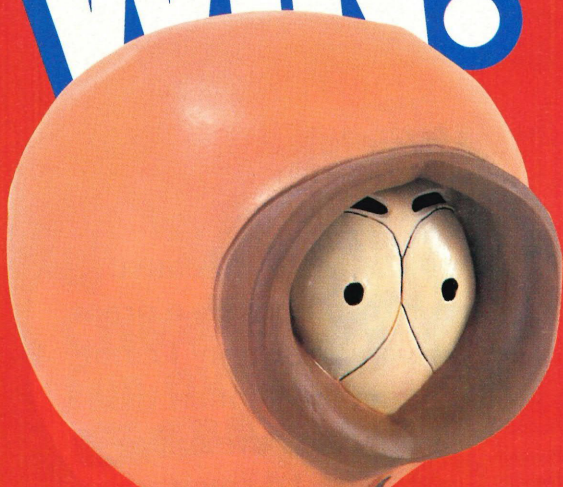
Issue 18 March 1999

83 Join the Pro Crew!
And we'll make you feel welcome!

47 DIY Decorations
Including Star Wars & Marvin posters!



WIN!



8 Freebie Avalanche!

All sorts of stuff to win, including a year's supply of Rare games, South Park carts and Kenny's head!

FREE



Blogger's Guide to Turok 2

Special Agent Tip-X puts on his ceremonial headband and **rips into the beasts** that lurk within the fantastical Turok sequel. **Pull this out** and keep it by the side of your N64! **You'll need it!**

Regulars

6 News

Hotter than than an **all girl supermodel sauna** on the sun!

18 Coming Soon...

Wondering what games you should be saving up for? **Wonder no more!**

20 Leagues

See who's over the moon this month

74 Tips, Codes & Cheats

Tip-X rules the CheatZone! **All hail Tip-X** and his mighty cheats of doom!

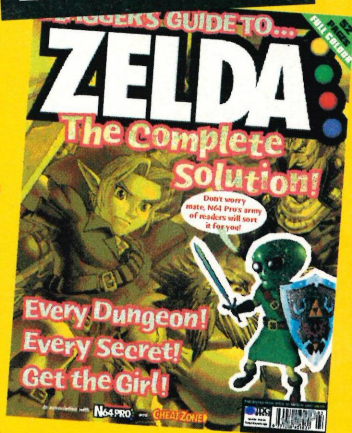
83 Join the Pro Crew

Marvin says **join or be disintegrated!**

Zelda Guide: the complete solution

Why waste 10 quid on a Zelda book when we're giving the best one ever away for free? That's right, **nought pounds and zero pence!** Is that the bargain of the century or what?

Everything you need to know about the greatest game of all time - and that's a lot - will be found within the pages of this truly great free gift! **Tip-X's masterpiece.** Worship it. **Worship him.**



FREE

24 Reviews

REVIEW

Quality not quantity just about sums this month's batch. There may be only five, but when **three of them are must buys**, who cares?

24 Micro Machines Turbo 64



32 FIFA '99



38 Nightmare Creatures

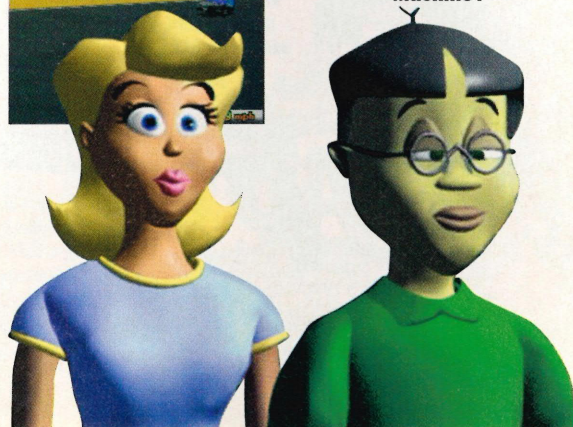


42 Penny Racers



Would you trust these two to drive your Micro Machine?

56 Centre Court Tennis



16 Scoop's Gallery of Games
Want the latest Jet Force Gemini?

87 Reader Reviews
Have your say on games!

38 Nightmare Creatures
Scary stuff from Activision



I can give
you the number of
my dentist if you'd
like? He's very
good...



PRINT

REVEALED:

**ROUND UP
THE SILICON
VALLEY SHEEP
IN STYLE!**

P66



CHEATZONE

84 You reckon?

More reader reaction and commenty stuff

8 Cover Story: Looney Tunes!

EVERYBODY loves Looney Tunes! It's official! So when we got the chance of getting the world exclusive first look at all three games we almost bit Infogrames' hand off! So meet Bugs, Daffy, Marvin, Wile and all their friends in our massive, ah say massive news special!



IMPRINT

13 Michael
Owen's WLS

Eidos' debut N64 game really looks the business!

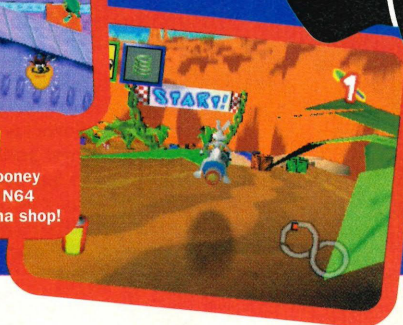
14 Virtual Pool

The only thing missing from this is the pub stench!



Looney laughter!

Lock up your breakables, the Looney Tunes mob are about to hit the N64 with the force of a bull in a china shop!



N64PRO

MARCH 1999

5

Scoop's really hitting top gear now, and this month's News section is packed with shiny new screenshots, bigger previews and more news than we ever thought possible! The dog's done good!



Can't believe you ever doubted me! The Scoopster was always going to come through with the big stories!

N64 PRO

N64 Pro is your essential guide to the wonderful world of Nintendo. Here's just some of the stuff that's coming up this issue!

SHOOT Bond's back

Nintendo and Rare are thought to be putting the final touches to the deal that will see the game of the 19th Bond movie become a Nintendo exclusive! But it's not necessarily N64...

AND IT'S not bloody Color GameBoy either! No, speculation is rife that The World Is Not Enough (Rubbish title! Let's hope the game isn't dragged down to its level!) will be the key launch title for the N64's sequel, Nintendo's super-duper, top-secret N2000 128bit console! I think I need to sit down! Now, I couldn't believe this, so I did a bit of digging around, and while nobody was prepared to actually be quoted, several people did talk to me

off the record after I bared my teeth and barked at them for a bit. If what they were saying is true, then the whole world of Nintendo is about to be turned on its head! I was told that a number of developers had already been wooed by Nintendo and signed up as members of 'Dream Team 2'.

One even went as far as to say that the machine itself was already finished and development kits were about to go out to eager programming teams, desperate to get cracking on launch titles!

Millennium smug

Why the rush? Simple. It's not called N2000 for nothing is it? One excited insider at an absolutely huge software house speculated that

SCOOPY SNACK
"The N2000 could be on sale January 1st 2000! And you can expect the letters CD to be featured heavily in the launch!"

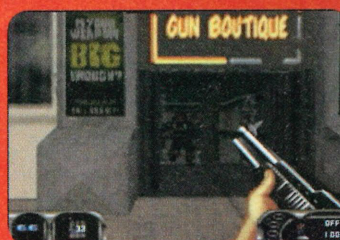
Nintendo plans to launch the console in Japan on the first day of trading in the new millennium! Bilme! That's less than a year away! This does seem a little farfetched, but given the N64's dismal failure in Japan, and the fact that Nintendo are a very proud company and don't take failure at home lightly, it's certainly not impossible!

Rest assured, you're going to be hearing a lot more of this story over the next year, whether you like it or not (and you can expect the the

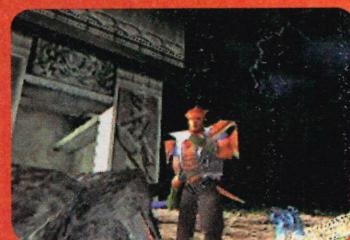


Scoop scrapes away the hype and gloss and sniffs out the next three N64 releases you simply have to buy!

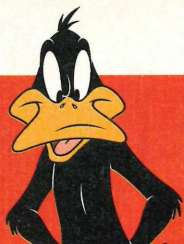
Scratch & Sniff...



Duke Nukem - Zero Hour - The Duke's back in a Tomb Raider style!



Castlevania 64 - Spooky goes on in Konami's biggy!



Those wascally er, wascals are coming to an N64 near you soon in not one, not two but at least three new wacky adventures! You saw 'em on last month's video, now you can read all about it!

8 FIRST LOOK

24 REVIEWED

Micro Machines 64 Turbo hit the N64 Pro office with the force of a juggernaut, causing work to pile up in a gridlock behind a five mile tailback of fun and hi-jinks! Read Mark's epic review here!



66 CRACKED OPEN

Sheep driving you mad? Feeling 'dog' tired? Generally out fox'ed by Silicon Valley? Well rest easy as our super cheats alien, Special Agent Tip-X, guides you through part one of DMA's madcap masterpiece

WEEKLY NEWS!

WIN!

Every RARE release for a year!
Tomorrow Never Knows

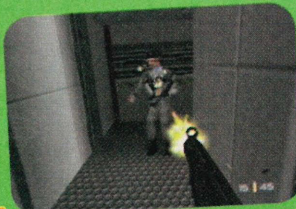
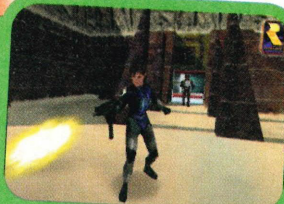
IT'S STILL most people's favourite N64 game, but up and down the country feverish discussions are already raging on about what top new features Rare are planning for the follow-up (we're not counting Perfect Dark here, which I suppose is technically the follow up!). If it does turn out to be N2000 then we couldn't even begin to guess without knowing more about the machine or its controller.

If it's N64 then we'd really like to see better enemy AI and improved graphics. But what about you? What would you

like to see Rare do for you? Tell us and you could win a copy of every Rare release for the next 12 months (that's at least Jet Force

Gemini, Conker, Banjo-Tooie, Perfect Dark, and a couple of other, currently secret titles that Rare are working on right now!).

All you have to do is write in and tell us your ideas. The more inventive (maybe with diagrams), the more chance you stand of winning! Send 'em in to 'Oll Rare! Check this!' by the end of April and we'll consider you for the top prize! Sorted.



letters CD to feature heavily, but I'm saying no more about that just yet), and I'm already on the hunt for more information. No one at Rare or THE Games is saying much yet, so what do we think? Expect official confirmation from Nintendo in the Summer and a pre-Christmas 2000 UK launch! ●

FIRST LOOK

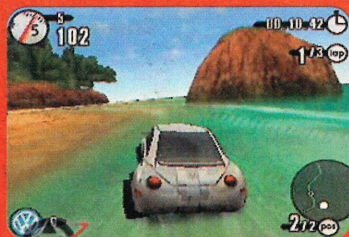


FIRST EVER
DONKEY KONG COUNTRY 64
SCREEN SHOT!

Quick! Talk about something else!

PERHAPS in an attempt to deflect attention away from all things Bondy, Rare have teasingly released the first ever screenshot

of the most eagerly awaited game ever, Donkey Kong Country 64! And it looks lampost-wettingly exciting to me! Have a butcher's at this and expect to see tons more very soon indeed! Now if you'll excuse me, this talk of butchers has made me hungry...



Beetle Adventure Racing - San Francisco Rush goes platformy

Charts



It's still hogging our N64, despite everyone finishing it!

UK Chart

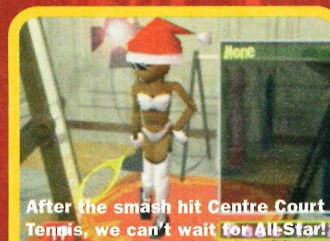
- 1 - Zelda: Ocarina of Time
- 2 - Turok 2: Seeds of Evil
- 3 - V-Rally: Edition '99
- 4 - F1 World Grand Prix
- 5 - Banjo Kazooie



Mark's still sulking after we all ganged up on him in the last race

N64 Pro's Most Played

- 1 - Zelda: Ocarina of Time
- 2 - Micro Machines Turbo 64
- 3 - FIFA '99
- 4 - Star Wars: Rogue Squadron
- 5 - Centre Court Tennis



After the smash hit Centre Court Tennis, we can't wait for AllStar!

Games Most Wanted

- 1 - Donkey Kong Country 64
- 2 - Shadowman 64
- 3 - Perfect Dark
- 4 - Twelve Tales: Conkers 64
- 5 - All Star Tennis



I tawt I taw a load of Warner Brothers stuff! I did! I did taw a load of Warner Brothers stuff!

OVER HERE

Tweety's not joking! There's bags of it on the next page!

BLUEPRINT

Space Race, Tasmanian Express & Duck Dodgers

When Infogrames nabbed the Warner Bros license we all knew it was in the safest of hands. Now they're starting to deliver the goods, and you can see where all the hard work has gone over the next few pages!

Expected... April, October, TBA

Cover Story!

Name

FORGET all this Simpsons and South Park modern day nonsense. Funny though they undoubtedly are, without these guys they'd be nothing, and it was with great joy and merriment that the news of not one, not two, but three (with a fourth almost definitely on the cards) Looney Tunes N64 games within the next 12 months!

Laser-fried duck

Furthest along the track as it were is Space Race, and we've covered that in the most depth. First up though is the one we know least about - Duck Dodgers in the 3rd and 1/2 Dementia.

You saw it on last month's video and what you saw there is just about everything that anyone knows (outside of the top secret ACME lab where it's being developed at least). It's a platform adventure with superb quality graphics that really capture the feel of the cartoons beautifully.

Now Tasmanian Express we do know a bit more about, although it's still very

SCOOPY SNACK

There's not one, not two, but three (with a fourth almost definitely on the cards) Looney Tunes games about to burst onto your N64!

What's Up Doc?

Wile E Coyote. Genius.

Turn on! Toon in! Laugh out (loud)!

The Looney Tunes universe is home to many of the world's most popular folk. These are just a few of the movers and shakers you'll find whenever you visit...

Name: Bugs Bunny
Special skill: Carrot thief
Lifestyle: Wisecrackin' wabbit

Name: Wile E. Coyote
Special skill: Genius
Lifestyle: Fit bird obsession

N64 PRO

N64 Pro is your essential guide to the wonderful world of Nintendo. Here's just some of the stuff that's coming up this issue!

12 GIVEAWAYS

Quick! Flick over to page 12 for a chance to win some sweet South Park carts and guide books! Cool dude! Yeah we want South Park carts and guide books!



32 REVIEWED

Over there son! On page 32's head! Slide tackle your way on over to see what our very own Little Ron, James, thought of EA's latest footy game FIFA '99!

47 CRACKED OPEN

You know you want it! You need it! And we're going to give it to you big style. Fancy part one of an absolutely mammoth Turok 2: Seeds of Evil guide anyone? Sorted

That Toon!

early days and there's not a lot of what you could call gameplay in yet! The story goes like this. Taz's missus - She-Devil - is fed up of seeing him loafing around the hole doing nothing and has gone out and got him a job working for the Tasmanian Express company delivering ACME packages to various locations,

all of which are unreachable without engaging in a sizeable chunk of puzzle solving.

Taz's abilities include running, jumping, climbing,

Fancy a package delivered all covered in spit? Then call for Taz!

You're dethpicable!

Bad Old Puddy Tat!

Name: **Daffy**
Special skill: **Avoiding hunters**
Lifestyle: **Feather-brained crack-pot**

Name: **Tweety-Pie**
Special skill: **Perch swinging**
Lifestyle: **Cat food avoidance**



Sufferin' Succotash!

OVER HERE

There's even more Warner Bros Stuff over the page!

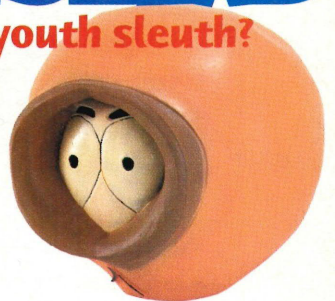
WIN!

KENNY'S HEAD

Think you're a youth sleuth?

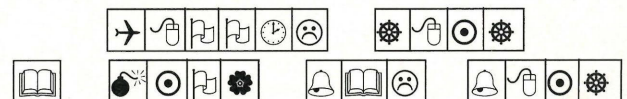
We've done it! We've killed Kenny and lopped off his head! Then we scooped out the insides, gave it a thorough washing out with Fairy liquid and turned it into a hilarious false head that you can put on and amuse your mates with! This exclusive head is rarer than a full box of Cheesey Poofs round at Cartman's house, and is so good that if you want to win it then you're going to have to make a bit of an effort to prove to us that you're worthy of ownership!

What you're going to have to do is crack our code! See those funny symbols there? Well, when decoded they become the sentence that you're going to have to write on the coupon in order to have a chance of winning. So how do you crack the code? Easy.



Printed on every page between 16 and 41 of this issue (in the bottom corner, next to the page number) is a symbol and its corresponding letter of the alphabet. Write them all down and you'll have the entire alphabet, making it a doddle to translate the sentence! And trust us, it'll all be well worth the extra effort!

Nonsense Sentence:

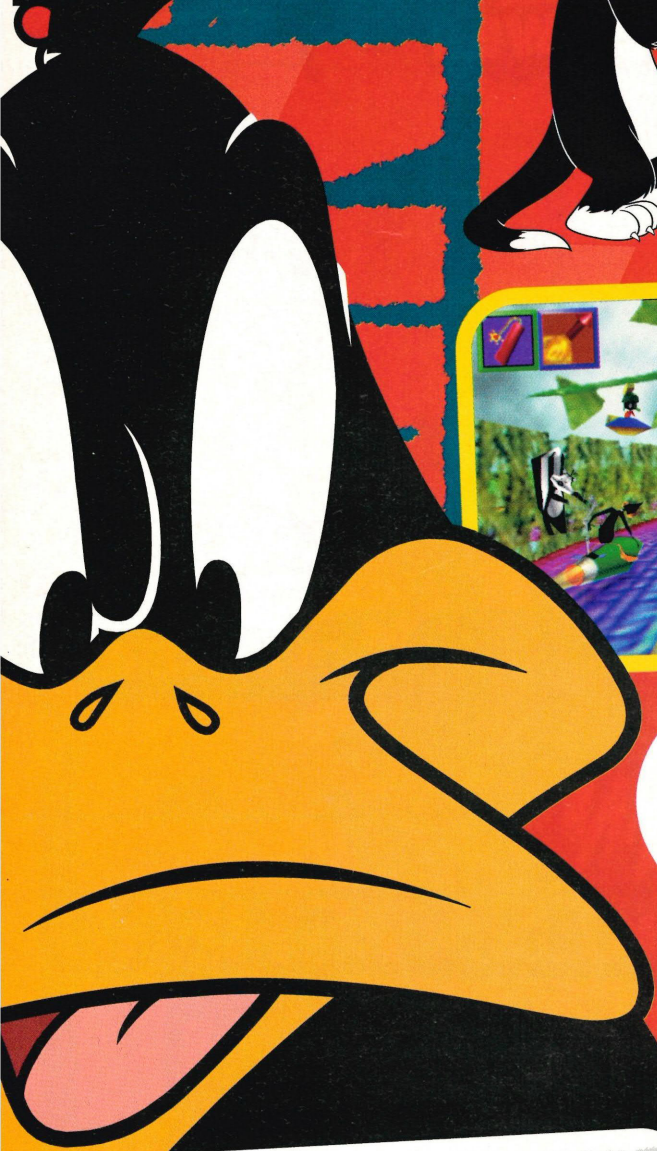


The nonsense sentence says:

Name _____
Address _____

Age _____

Send your entries to Give me head! Competition, N64 Pro, Freepost, 3038, Macclesfield, SK10 4YE



Sufferin' Succotash!

Name: **Sylvester**
 Special skill: **Mouse/bird chasing, lisp**
 Lifestyle: **Granny hater**

I claim this planet in the name of Mars! Mmm, isn't that lovely!

Name: **Marvin the Martian**
 Special skill: **Planet conquering**
 Lifestyle: **Total annihilation of Earth/pet lover**



Want to know what would happen if you put a rocket up a bunny's arse?



You don't need all thesth talentlessth hasth-beensth! I'm the only thstar around here! Whoo Hooohoo, whoo hoooho-hoo!

swimming and the famous Taz spin! Now for the cream of the crop (if only because it's the closest to completion).

Looney Tunes Space Race is an arcade-style cartoon racing game where the emphasis is not on speed, but on pulling wild, explosive gags and witnessing their hilarious cartoon reactions.

Bad reception

The game player is one of the Looney Tunes, battling against one of the most destructive forces in the universe – Marvin the Martian! Marvin, upset because Earth's digital doodads are giving

him poor television reception, plans to solve his problem simply – by blowing up the Earth!!! Using his newly developed Nintendium Q-64 Explosive Space Modulator, Marvin is going to set off a galaxy-wide electro-magnetic pulse which will rid the cosmos of those pesky electronic gadgets once and for all.

Unfortunately, due to a slight mishap with his Instant Martians, the destructive device's pieces are scattered all across the universe. It's up

SCOOPY SNACK

“Marvin, upset because we're giving him poor television reception, plans to solve his problem by blowing up the Earth!”

BLUEPRINT

Space Race, Tasmanian Express & Duck Dodgers

Okay, you've got a taste for it now, but we're still in full flow, so here's a bucketload more information for you to sink your teeth into!


Expected... April, October, TBA

Carpet Ro




Love 'em or hate 'em, those pesky Rugrats are coming to a Color Game Boy near you soon, in a game based on the forthcoming movie. Arg! They're everywhere! Has to be said though, their Game Boy exploits are looking absolutely superb, and dare I say it, THQ look to have the first real must have colour title on the machine!

We'll be reviewing the game, which features a blend of platform and racing action, in our forthcoming Color Game Boy section, but until then just gaze in wonder at what Nintendo's latest box of tricks is actually capable of!



???*!!*
??*!????

Name:
Tasmanian Devil
Special skill:
Spinning, growling
Lifestyle:
Spinning and growling



Areeba!
Areeba!

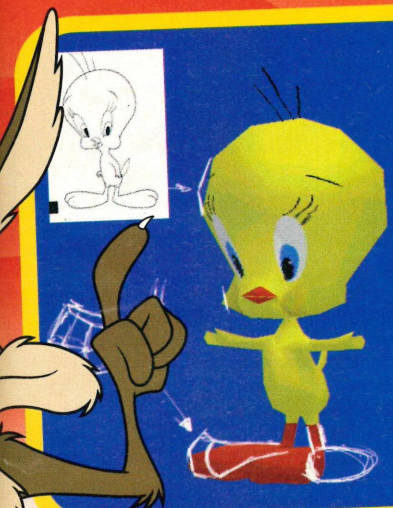
Name:
Speedy Gonzales
Special skill:
Lightning fast
Lifestyle:
The fastest mouse in all of Me-hico

WIN!
Graphic Novels, win them you might!

He doesn't half talk funny that Yoda bloke eh? And we're not going to be able to get away from the wrinkly little geezer in the coming months, so we may as well get used to it. And what better way to do that than to read this latest thrill-packed Rogue Squadron Graphic Novel from Titan. It's an absolute cracker this one, a real page turner that you just won't be able to put down, and we've got five copies to give away (it's called Crimson Empire by the way). All you have to do is tell us:

Which Scottish actor is playing Obi-Wan Kenobi in the new Star Wars film?

Send it to 'I've Used The Force' competition, at the usual address, and remember, you've got to be in it to win it!



As a certified genius, Wile E. Coyote explains his patented Tweety-Pie diagrams



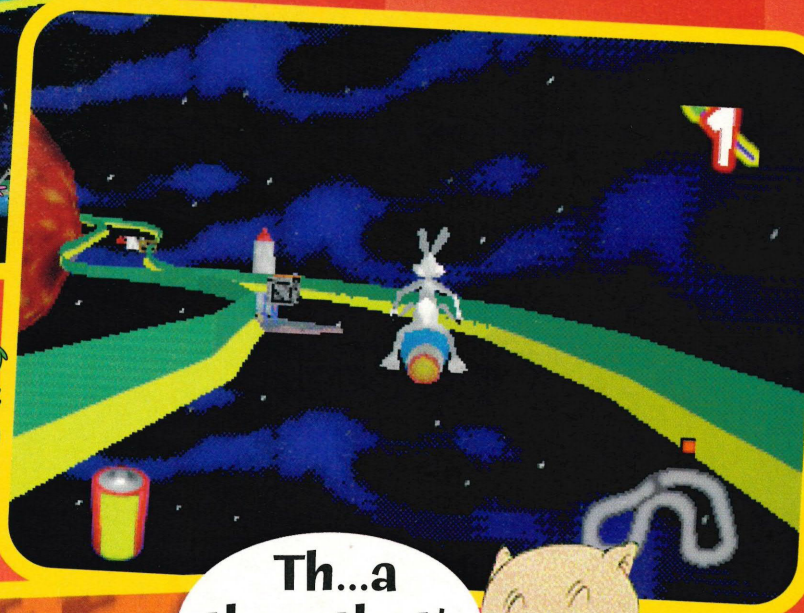
to Bugs and the gang to stop Marvin before he can gather them up and succeed in his dastardly plan!

Designed to be very easy to play and understand, Looney Tunes Space Race will feature basic racing game play but with a twist! The game player will pick which of the wackiest wascals he wants to play as - Bugs Bunny, Daffy Duck, Tweety, or Wile E. Coyote - and the chase is on!

The first to cross the finish line with Marvin's Modulator, after three times around the track, wins. But you'll continually need to be aware of who has the Modulator and will have to make split-second decisions to pull off the Gags on your fellow racers in order to relieve them of it.

The pace of the chase will be relatively slow (compared to most "racing" games) to allow for

maximum jostling and interacting between the characters. Space Race is an absolute riot, as I'm sure all three will be, and one thing's for definite, when they were signing up the Warner Bros license, Infogrames certainly weren't barking up the wrong tree! ●



Th...a
th...a that's
all folks!



dents





OVER HERE

Check out the latest screenshots of Michael Owen's WLS over the page! And don't worry if the paper feels warm, that's just because they're so new they're still hot!

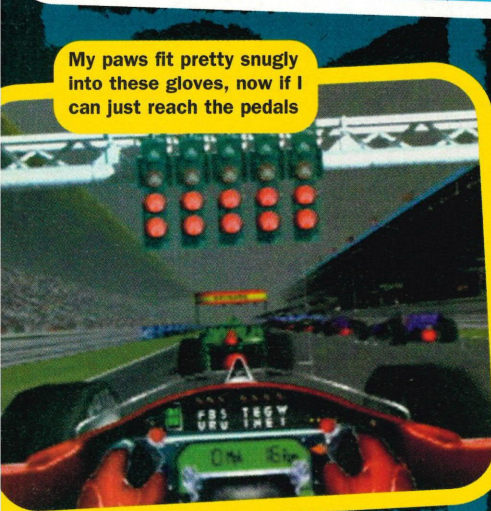
BLUEPRINT

Monaco Grand Prix

Ubi Soft have got a big job on their hands if they think they can beat F1WGP into Pole Position, but MGP is roaring up the outside like Damon Hill with a scorpion in his undies!

Expected... March

My paws fit pretty snugly into these gloves, now if I can just reach the pedals



IT'S faster than a cat with its tail on fire and it'll screech onto the N64 with just as much noise. I checked out this latest racer that's getting all of us hot-under-the-collar and it looks like it's gonna deliver the goods.

After looking at an almost finished version of this stunning title, I can safely say that this game is gonna cause a lot of fuss.

I know, we've just seen one amazing F1 game, so why get all excited about another? Well, Monaco Grand Prix (MGP) has a lot to get you worked up about. It's fast for starters and runs at the kind of speed that makes your cheeks

move up behind your ears.

Best of all, the handling of the cars in Monaco GP is superb and you can switch the difficulty levels from a really easy arcade mode to a frighteningly realistic simulation mode.

The finished version promises plenty of hidden extras and options that are sure to keep you occupied for months. So keep your eyes open for the full review next issue.

SCOOPY SNACK

The handling of the cars in Monaco Grand Prix is superb and you can switch the difficulty levels from easy to frighteningly realistic!

N64 PRO

N64 Pro is your essential guide to the wonderful world of Nintendo. Here's just some of the stuff that's coming up this issue!



Whoops! That's what happens when you drive with only a dog's licence

Formula 1 Fever



Five Great Gaming Moments...

Quality moments on the N64 are in plentiful supply, but only the bits that make the hairs on the back of our necks stand on end, will ever make it here! If you've been there yourself you'll know exactly what we mean...



Gruntzy's Furnace of Fun in Banjo Kazooie



Link's first ride - Zelda



The Alien Dance Ray in South Park multi player



Playing Mario 64 for the first time ever



GoldenEye's sniper mode

38 REVIEWED

Make sure your joypad will stretch far enough to let you hide behind the settee, cos you'll need it if you think you've got the balls to try Activision's spooky Nightmare Creatures!



CRACKED OPEN



62

At last, Tip-X guides you through to the thrilling conclusion of the gaming epic that is Body Harvest. Sequel please Gremlin, if you don't mind!



87

READER'S REVIEWS

A lot of you lot reckon you could do our job better than we can (and in many case you've proved you're better than Noely!) Check out some of the best (and worst) efforts here!

Calm Down! Calm Down!

We know they're exciting, but there's no need to get carried away! Not until we tell you that it'll be out in just a few short weeks anyway! Okay, now you can get carried away!

Eidos' long overdue first N64 game is looming large on the sporting horizon. ISS and FIFA beware! There's a short-arse scouser out to pinch your crown, and from what we've seen, there's a good chance he'll pull it off too. Blimey!

Much more than just a conversion of the PlayStation version, WLS '99 features stunning hi-res graphics (rivalling the best of Acclaim's benchmark setting efforts) and over 200 teams to choose from!

There's loads more good stuff, but you'll have to wait until next month's in-depth report to find out

everything! Plus I've got my grubby little paws on some exclusive new shots, and I know you're gagging to see them, so without further ado...

What do you mean you looked at them before you read this bit? That's not how it's supposed to work, grumble, mutter, moan...



He takes to the air with the greatest of ease, that daring young fool without any knees

OVER HERE

Almost time for me to make a run for it! If you can find me then fill in the coupon on the next page and you could win two brand new N64 games!

BLUEPRINT

Michael Owen's World League Soccer

Why do we need another footy game I hear you cry? Well, have faith, because Eidos are about to prove that the N64's soccer matchup is not just a two horse race anymore!

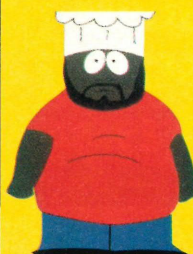
Expected... May

WIN! SOUTH PARK CART & GUIDE BOOK

Ready, Steady, Cook!

Right, we're gonna test your culinary skills to the limit here. If you want a South Park cart and guide book (and we know you want that!) you're going to have to help Chef out! Er, I know, a big, cake eating monster is terrorising South Park, and Chef needs to bake the nastiest, foulest, sick-makingly vile cake he can think of to scare it away. Yeah, that works.

What we want you to do is make a list of the five ingredients you'd least like to find when you munch into a cake (and try and be a bit creative. You've no chance if you just put down the obvious, and we all know what that is!), and send them into us. The sickest, funniest and most creative five entries will win a cart and a guide book! Get your thinking caps on!

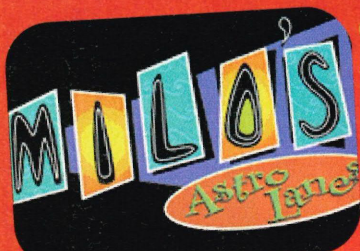


My five ingredients are...

Name _____
Address _____

Age _____

Send your entries to Fun Buns Competition, N64 Pro, Freepost, 3038, Macclesfield, SK10 4YE



Skittles in Space

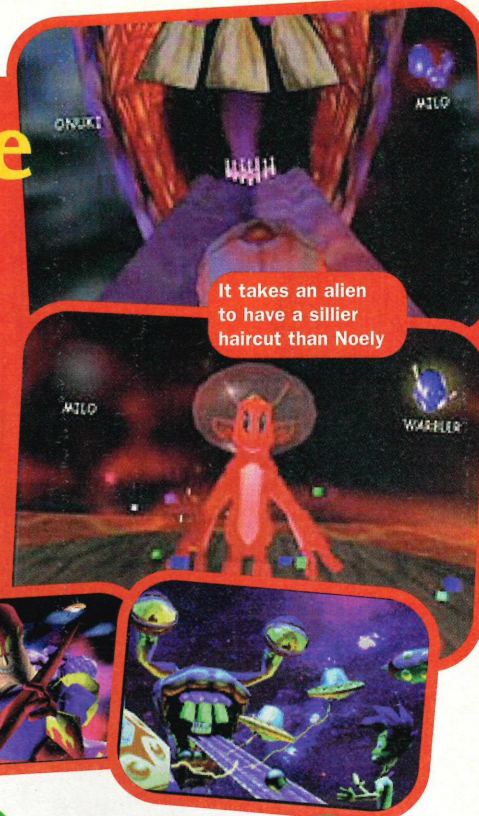
Ten Pin Bowling has never been so astronomical! When a bunch of spaced-out aliens head for the bowling alley, the result are out of this world!

The official UK release of Milo's Astro Lanes is on its way which will give the N64 it's first ten pin bowling game. But Milo's

promises to be bowling with a definite twist.

Unlike a straightforward game, these aliens have special moves and the bowling alley is littered with power-ups and bonus items. Making this sound like the most exciting ball-roller ever.

With an adventure mode (like Diddy Kong Racing) and some of the stupidest characters we've ever seen, this looks like an odd little title that might just bowl you over.



It takes an alien to have a sillier haircut than Noely

If someone offers to cheque your balls, tell them where to go!

Rack'em-up

Pool - the world greatest pub sport is coming to the N64. All that's missing is the lager and the threat of a fight breaking out at any moment

VR Pool is another niche title putting its money down on the table and demanding to play the winner. It may not share the glamour of Bond or the beauty of Banjo, but it promises to be a lot of fun.

Based upon the hugely successful PC version (PC owners lead such dull lives), VR Pool is an excellent rendition

of ball thwacking.

The graphics are in full hires and the table is as real as it gets without a visit to The King's Head. The game is hugely realistic with Einstein-like physics hiding behind an extremely pretty face. It's pool, it's fun and it'll be reviewed very soon in N64 Pro. Keep yer eyes on the ball!



It all looks stunningly hi-res, but in mono dog'o'vision it's all a bit samey!

The only thing missing is a beered-up gorilla stealing your 50 pence

24

CHECKITOUT

Speed on over to the reviews section for the most playable multi player game ever!

HEADSCOOP OFF AT THE PASS

DARN! That pesky varmint Scoop's as slippery as a greasy eel! He's slipped his leash again and busted out of the News section. Word at the saloon bar is that he's hidin' out in the reviews section. We need to round up a posse and capture the hound dog or next month's news'll be nuthin but a bunch o' bare pages. There's a reward out on Scoop's head so if you find out where he's hidin' fill out this form and send it in. One of you will win two new N64 games. Head Scoop off at the Pass, N64 Pro Saloon, Freepost, 3038, Macclesfield, SK10 4YE.

I've found the pesky varmint, line dance on over to page...

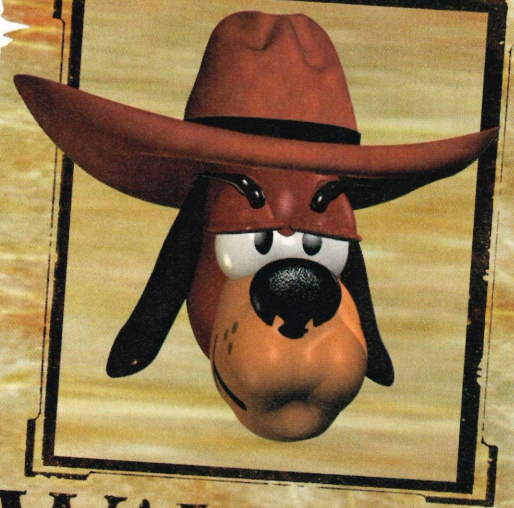
and you'll find him hidin' out

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Roll up,
roll up, and see the
many fine attractions
on display this month!
Roll up, roll up...

This issue's
Gallery is
undoubtedly
the best yet.

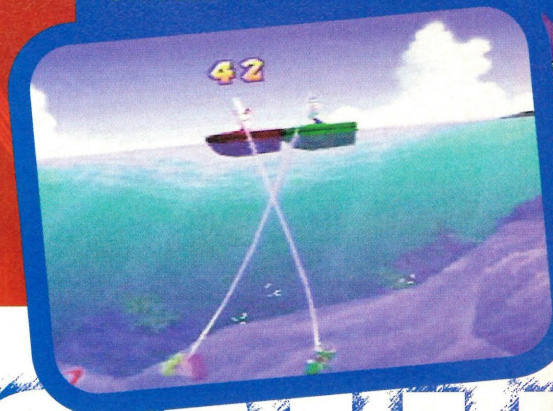
Scoop managed to
lure some of the finest
games in, clubbed them
on the back of the head
with his easel and then
hung them on the wall!



Mario Party

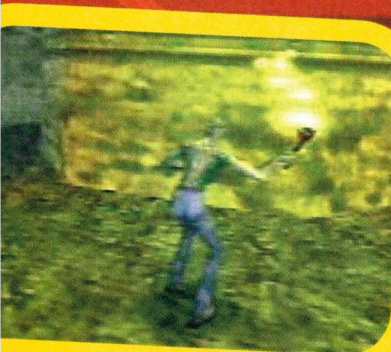
NINTENDO developed this in almost total secrecy, but everyone's shouting about it now! Especially anyone who's played it, and the N64 Pro's just happen to number among the lucky few! Essentially a board game, but made up of over 50 of the most wacked out mini-games you'll ever play, just watch this one soar to the top of the charts! And stay there!

● OUT MARCH



SCOOP'S GALLERY

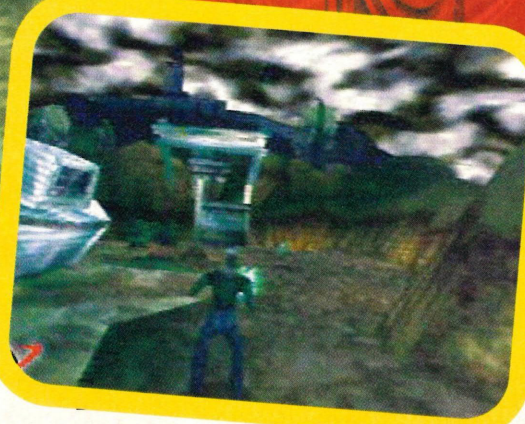
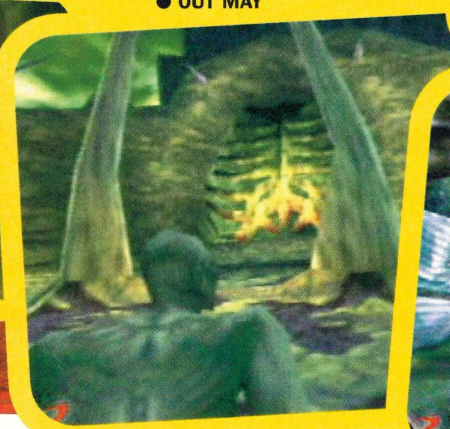
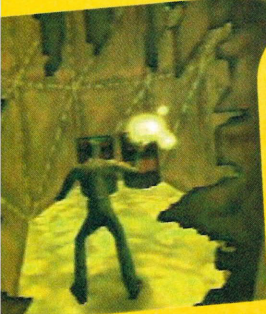
A priceless collection of paw prints!



Shadowman

ANOTHER spooky adventure, and just as eagerly awaited as Castlevania, is Acclaim's Shadowman, following the exploits of Mike LeRoi as he enters the shadowy world of the undead. We've received more letters about this than just about any other game recently, so we had to print these new shots just as soon as we had them!

● OUT MAY

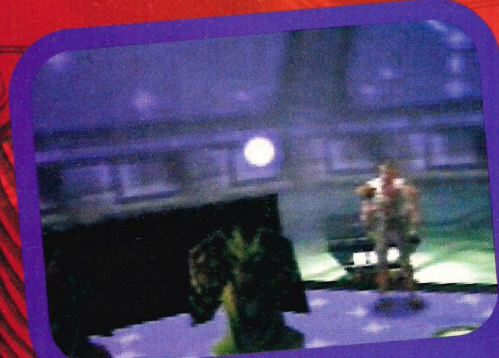


Gauntlet Legends

MOST OF you young whippersnappers'll no doubt be too young to remember the original Gauntlet! 'Red Warrior needs health!' Takes me back that does! Anyway, you'll all soon be worshipping at Atari's altar of greatness when the shiny new 3D version hits the N64 later this year! Check these babies out!

● OUT LATE '99

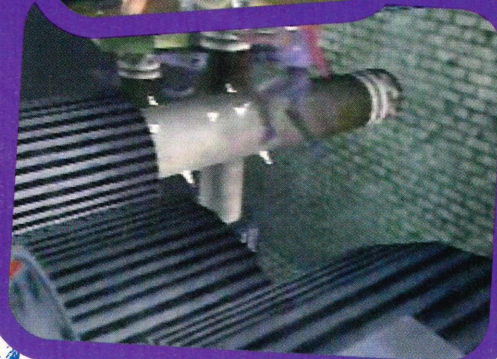
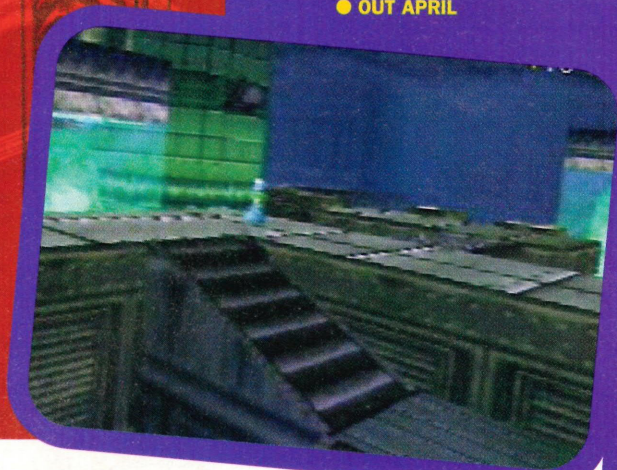




Castlevania 64

BEEN in development since I was little more than knee high to an alsatian, and dogged by more development problems than a home for delinquent puppies, Konami's Castlevania is finally looking like it could actually be worth the wait. Scary stuff though, so don't look at these with the lights out (you won't be able to see them for one thing)!

● OUT APRIL



ERY OF GAMES!



Jet Force Gemini

GOING to be one of the biggest games of 1999, no doubt about that, and with each batch the shots are looking better and better. These are the absolute latest, and I'm sure you'll agree, it bears all the hallmarks of Rare's brilliance once again, and is looking like it will test the N64 to its absolute limit as only they can.

● OUT LATER THIS YEAR



Release Sch

Get ready for the best year of your life cos 1999 is gonna see some seriously good stuff come out on the N64. Trust us, Zelda was just the beginning!

Must Buys

Go to the shops right now and grab...

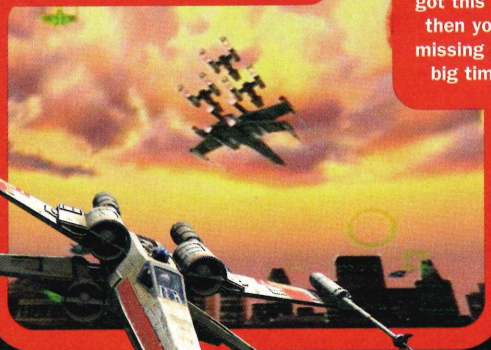
Micro Machines 64

Race toy cars around your house! One of the best multiplayer games ever!



Star Wars: Rogue Squadron

If you haven't got this yet then your missing out big time



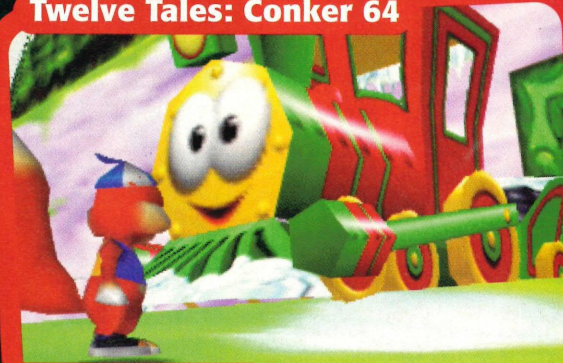
Game Title	Makers	Date	Country
February 1999			
Mario Party	Nintendo	8th	US
Quake 2	Activision	15th	US
★ MICRO MACHINES 64	Codemasters	19th	UK
Penny Racers	THQ	Early February	US
★ TWISTED EDGE: EXTREME SNOWBOARDING	Kemco/ Nintendo	Early February	UK
GT World Tour	Midway	Mid February	US
Survivor Day One	Konami	Mid February	US
★ O.D.T.	Psygnosis	Late February	UK
Pokemon Stadium	Nintendo	Late February	US
★ CHAMELEON TWIST 2	Infogrames	Late February	UK
★ ROADSTERS '99	Titus	TBA February	UK
March 1999			
Legend of the River King	Natsume	Mid March	US
NHL Hockey '99	Midway	Mid March	US
Rampage 2	Midway	Early March	US
★ RAYMAN 2: THE GREAT ESCAPE	Ubi Soft	Early March	UK
★ ALL STAR TENNIS	Ubisoft	Late March	UK
★ DUKE NUKEM: ZERO HOUR	GT Interactive	Late March	UK
★ CASTLEVANIA 64	Konami	Late March	UK
Shadow Man	Acclaim	Late March	US
Vigilante 8	Activision	Late March	US
★ 4X4 MUD MONSTERS	Take 2/GOD	TBA	UK
Hybrid Heaven	Konami	TBA	US
April 1999			
All-Star Baseball 2000	Acclaim Sports	April 01	US
★ BEETLE ADVENTURE RACING	Electronic Arts	April 02	UK
Tetris 64	Nintendo	April 26	US
★ MONACO GRAND PRIX	Ubi Soft	Late April	UK
★ SNOWBOARD KIDS 2	Atlus Software Racing	TBA	UK
★ MICHAEL OWEN'S WORLD LEAGUE SOCCER '99	Eidos Sports	TBA	UK
May 1999			
★ RAT ATTACK	Mindscape	Early May	UK
Ken Griffey Junior Baseball 2	Nintendo	May 10	US
Lego Racers	Lego Media	Mid May	US
Shadow Man	Acclaim	Mid May	US
Star Wars: Episode One	LucasArts	Late May	U
★ GOEMAN 2	Konami	TBA	UK
★ RAYMAN	Ubisoft	TBA	UK
June 1999			
★ LOONEY TUNES: SPACE RACE	Infogrames	TBA	UK
Command & Conquer	Nintendo	June 2	US
Jet Force Gemini	Rare	June 14	US
★ JET FORCE GEMINI	Rare	June 28	UK
1999 - To Be Announced			
★ CARMAGEDDON 64	Interplay	Spring '99	UK
★ CHAMELEON TWIST 2	Sunsoft	Spring '99	UK
★ CHARLIE BLAST'S TERRITORY	Kemco	Spring '99	UK
★ FIFA '99	EA	Spring '99	UK
★ HARRIER 2001	Video System USA	Spring '99	UK
★ JET FORCE GEMINI	Rare	Spring '99	UK
★ ROADSTERS '99	Titus	Spring '99	UK
★ RUSH 2: EXTREME RACING	GT Interactive	Spring '99	UK
★ SHADOWGATE 64: TRIALS OF THE FOUR TOWERS	Kemco	Spring '99	UK
★ TWELVE TALES: CONKER 64	Rare	Spring '99	UK
★ TWISTED EDGE SNOWBOARDING	Kemco	Spring '99	UK
★ WIN BACK	Koei	Spring '99	UK
★ ASSAULT	Telstar	June '99	UK
Gauntlet Legends	Midway	June '99	US

edule

Forthcoming Attractions

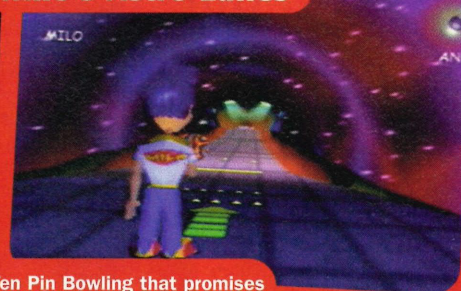
1999 is the Year of Nintendo

Twelve Tales: Conker 64



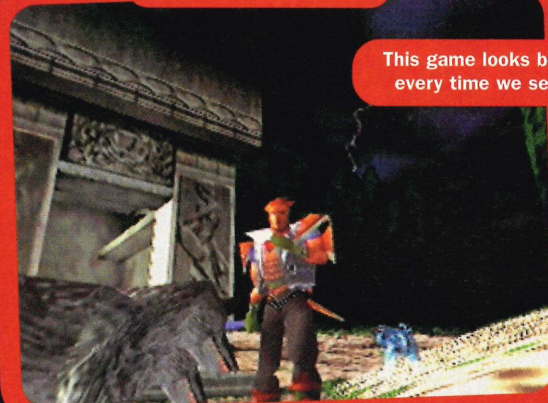
A platformer with a four player battle mode from the makers of Banjo! Bring it on

Milo's Astro Lanes



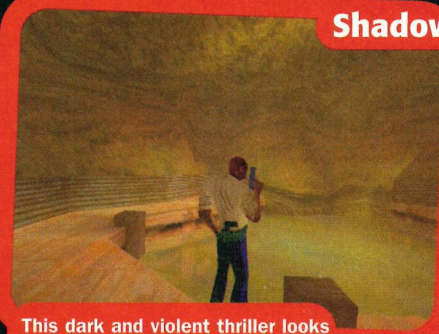
Ten Pin Bowling that promises to be out of this world

Castlevania 64



This game looks better every time we see it

Shadowman



This dark and violent thriller looks absolutely amazing. I can't wait for this one to come out!

Game Title	Makers	Date	Country
★ ANIMANIACS: TEN PIN ALLEY	Asc Games	Summer '99	UK
★ ACCLAIM SPORTS SOCCER	Acclaim	Summer '99	UK
★ EARTHWORM JIM 3D	Interplay	Summer '99	UK
★ HYPE: A TIME QUEST	Ubi Soft	Summer '99	UK
★ JEST	Infogrames	Summer '99	UK
★ MILO'S ASTRO LANES	Crave Entertainment	Summer '99	UK
★ RONALDO SOCCER	Infogrames	Summer '99	UK
★ SMASH BROTHERS	Nintendo	Summer '99	UK
★ TASMANIAN EXPRESS	Infogrames	Summer '99	UK
Mario Golf	Nintendo	Summer '99	US
★ DUCK DODGERS	Infogrames	Autumn '99	UK
★ HERCULES: THE LEGENDARY JOURNEYS	Titus	Autumn '99	UK
★ QUEST FOR CAMELOT	Titus	Autumn '99	UK
X-Men 3D	Activision	Autumn	US
★ WWF ATTITUDE	Acclaim	August '99	UK
★ SUPERMAN	Titus Action	Nov '99	UK
★ BANJO-TOOIE	Rare	Winter '99	UK
★ 1080 SNOWBOARDING 2	Nintendo	Winter '99	UK
★ F-18 SUPER HORNET	Titus	Winter '99	UK
★ NUCLEAR STRIKE	THQ	Winter '99	UK
★ VR POOL	Crave	Early '99	UK
★ MICKEY MOUSE: TETRIS CHALLENGE	Capcom	Early '99	UK
★ NBA IN THE ZONE '99	Konami	Early '99	UK
★ CALIFORNIA SPEED	Midway	Early '99	UK
★ QUAKE 2	Activision	Early '99	UK
★ TAZMANIAN EXPRESS	Infogrammes	Early '99	UK
★ BLUES BROTHERS 2000	Titus	Mid '99	UK
★ GAUNTLET LEGENDS	Telstar	Mid '99	UK
★ GT WORLD TOUR	Boss Games	Mid '99	UK
★ LEGO RACERS	Lego Media	Mid '99	UK
★ MYSTICAL NINJA: GOEMAN 2	Konami	Mid '99	UK
★ RE-VOLT	Acclaim	Mid '99	UK
★ WILD METAL COUNTRY	Gremilin	Mid '99	UK
★ WORMS ARMAGEDDON	Core	Mid '99	UK
Rugrats	THQ	Mid '99	US
B.A.S.S Fishing	Take 2	Mid '99	US
★ STAR WARS: POD RACER	LucasArts	Mid '99	UK
★ STAR WARS: THE PHANTOM MENACE	LucasArts	Mid '99	UK
★ TOCA: TOURING CAR	Codemasters	Mid '99	UK
★ PERFECT DARK	Rare	Late '99	UK
★ EARTHBOUND 64 (MOTHER 3)	Nintendo	Late '99	UK
DeathKarz	GT Interactive	Late '99	US
★ X-MEN 3D	Activision	Late '99	UK
★ DONKEY KONG COUNTRY 64	Rare	Late '99/ Early '00	UK
Rainbow 6	Nintendo/Red Storm	Late '99/ Early '00	US
Harvest Moon 64	Natsume	TBA	US
Jungle Bots	Titus	TBA	US
Jungle Emperor Leo	Nintendo	TBA	Jap
★ LAST LEGION UX	Hudson Soft	TBA	UK
Need for Speed 64	Electronic Arts	TBA	US
Paperboy 64	Midway	TBA	US
★ PUMA STREET SOCCER	Sunsoft	TBA	UK
★ DESTRUCTION DERBY	Psygnosis	TBA	UK
★ SIM CITY 2000	Infogrames	TBA	US
Super Mario RPG 2	Nintendo	TBA	JAP
Vigilante 8	Activision	TBA	US
WCW Nitro 64	THQ	TBA	US
Xena: Warrior Princess	Titus	TBA	US

Bubbling Under

Smash Brothers



Mazza and his gang of motley mates kick off in this ace-looking N64 beat'em-up! Just imagine how good its gonna be to fight it out with favourite Nintendo characters. We just can't wait for this to arrive!



LEAGUES

Another Dream Team manager tries his hand at creating a successful side, while the Leagues, due to the post Christmas lull, see very little movement at all this month

What's it all about?

CAN'T figure it out? It's dead easy, and it works like this. Every game we review is looked at by every member of the N64 Pro panel of experts and is awarded points on a scale ranging from 3 points for a top notch effort, right down to -2 points for an enormous steaming turd of a game. These points are then totalled up for each publisher and the League Tables are born. Just like the football leagues work really, but with games instead of teams...

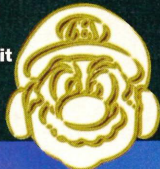
Last Month's Results

South Park 64 - Acclaim: 3pts
 Star Wars: Rogue Squadron - Nintendo: 3pts
 Top Gear Overdrive - Nintendo: 3pts
 Rush 2: Extreme Racing - GT Interactive: 0pts
 Knife Edge - Nintendo: -2pts
 Bust-A-Move 3DX - Acclaim: 1pt
 Holy Magic Century - Konami: -2pts
 Rakuga Kids - Konami: 0pts
 NBA Jam '99 - Acclaim: 1pt
 NHL Breakaway '99 - Acclaim: 0pts

N64PRO: READER DREAM TEAM

by Matthew Chubb, Salisbury, Wiltshire

Arriving via email at the very last minute, we thought that Matthew's Dream Team was just too good to leave out! Don't despair if you've sent one in but we haven't printed it yet, we've had a bit of a deluge recently and we're ploughing our way through them! Keep them coming in though, if it stands out from the crowd we'll print it straight away! One thing that would help to improve your chances would be if you included a recent photograph of yourself along with your team, but if you're the shy type then it's not essential! Get your thinking caps on and it could be your name up in lights in just four weeks' time!



1 - Zelda 64
 The N64's biggest game will take up the whole goalmouth letting nothing past!

2 - Top Gear Overdrive
 Good pace, smooth style, while making very few mistakes. Works with dedication for the rest of the team.

3 - NBA Jam '99
 Liked by only a break away set of fans, but nevertheless will run all day down the wing,

and shoots with a powerful and accurate long shot into the net.

4 - Mario 64
 Still going strong, and using all the experience he has gained to great effect, yet amazingly still keeping up with the rest of the team.

5 - GoldenEye 007
 Experienced, suave, sophisticated and would you willingly try to get past him?

6 - Turok
 Great engine, and has experience. Although overshadowed by his younger brother, he thinks as one, making him and Turok 2 a formidable combination.

7 - Turok 2
 A better looking, stronger midfielder, although overshadowed by his row with Zelda, he has power, pace, never slows down, but leans towards occasional foul play.

8 - ISS '98
 Looks good, realistic ambitions and has many skills, perfect addition to the team.

9 - South Park
 Very inventive striker, has a secret weapon for every situation he gets into.

10 - Michael Owen's World League Soccer
 Has a fantastic polished, attractive game, with a bit more work he could be a star player in the very near future.

11 - F-Zero X
 Blistering pace down the left wing, you need super reactions to keep up with his style of game. Ready and willing all day.

Substitutes
12 - ISS 64
 Available on a budget transfer, a cheap and effective addition to the team.

13 - WWF Warzone
 Very versatile, and when things get tough, he gets going.

14 - Mission: Impossible
 If a thoughtful, well planned player is needed, he is your man.

15 - Blast Corps
 Explosive player, a one hit wonder, but is still going strong...

16 - V-Rally: Edition '99
 Once the manager has got control of this player, he is a force to be reckoned with.



Key: R = Games Released E = Number of games rated excellent (3 points) G = Number of games rated good (1 point)
A = Number of average games (0 points) S = Number of games rated shite (-2 points) Pts = Total number of points scored

N64PRO PREMIER LEAGUE

Publisher	R	E	G	A	S	Pts
1 ► NINTENDO	25	12	9	1	3	39
2 ► Acclaim	14	5	8	1	0	23
3 ► Infogrames	8	2	6	0	0	12
4 ► Konami	10	3	2	4	1	9
5 ► Electronic Arts	7	3	1	2	1	8
6 ► Rare	5	3	1	0	1	8
7 ► Gremlin	1	1	0	0	0	3
8 ► Hasbro	1	1	0	0	0	3
9 ► Namco	1	1	0	0	0	3
10 ► THQ	3	0	2	1	0	2
11 ► Take 2	3	1	0	2	1	1
12 ► Human	2	0	1	1	0	1



Legend Of Zelda:
Ocarina Of Time - Nintendo



South Park 64 - Acclaim



Star Wars: Rogue Squadron
- Nintendo

Overall Picture

Our resident Ainsley Harriot (aka Steve McNally) takes every game we've ever reviewed, lumps them all together in a big pot, spices them up with a sprinkle of culinary criticism, sticks it in the oven (gas mark 5) for several hours and emerges with a great big pan of N64 broth. He then promptly serves up 125 Bowls of steaming Game Soup.

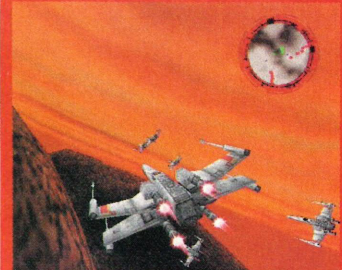
A taste test reveals:

- 34** Heavenly casseroles
(27% Excellent games)
- 45** Good hearty broths (37%)
- 24** Mediocre tasting stews
(18%)
- 22** Bowls of Slop (17%)

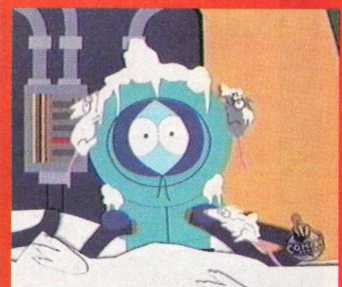
64% Above Average 36% Below Average

Hall of Fame

The Big N picks up top marks again for Rogue Squadron and Top Gear Overdrive, but closest challengers, Acclaim, continue to match them stride for stride these days with South Park and Bust-A-Move 3DX scoring well for them. As Nintendo enters a quiet period, now could well be Acclaim's time to strike! Things are hotting up, as the race for the crown gets personal!



Star Wars: Rogue Squadron - Nintendo



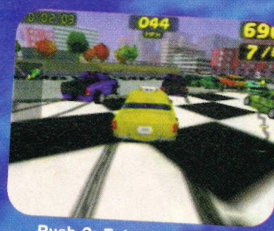
South Park 64 - Acclaim

N64PRO LEAGUE DIVISION 1

Publisher	R	E	G	A	S	Pts
1 ► UBI SOFT	2	0	1	1	0	1
2 ► Titus	2	0	1	1	0	1
3 ► Midway	1	0	1	0	0	1
4 ► T&E Soft	1	0	1	0	0	1
5 ► Crave	1	0	1	0	0	1
6 ► Culture Brain	1	0	1	0	0	1
7 ► Hudson	7	1	1	3	2	0
8 ► Seta	1	0	0	1	0	0
9 ► Bottom Up	2	0	1	0	1	-1
10 ► GT Interactive	20	1	7	6	6	-2
11 ► Ascii	1	0	0	0	1	-2
12 ► Video System	1	0	0	0	1	-2
13 ► Athena	1	0	0	0	1	-2
14 ► Banpresto	1	0	0	0	1	-2
15 ► Interplay	2	0	0	0	2	-4



Wipeout 64 - Midway



Rush 2: Extreme Racing -
GT Interactive



Let's Smash - Hudson



Mortal Kombat 4 - GT Interactive

Legend Of Zelda: Ocarina Of Time

Nintendo
Well it had to happen eventually, ISS '98 has been deposed from its lofty perch by the phenomenally playable Legend Of Zelda: Ocarina Of Time. We reckon it's not long until we hear reports of people garbed in green being picked up by the police muttering about the need to end Ganondorf's evil plans, such is the realistic feeling of being totally immersed in the world of Hyrule.



The only game to beat ISS '98

Note: Where two or more publishers point totals are the same the number of games released will be used to separate them, with the more prolific producer being given the advantage. In cases where records are identical, personal preference among the members of the team comes into effect.

REVIEWS

P24 Micro Machines 64 Turbo

This is a gaming legend. A giant amongst software. And with such small cars too!

24



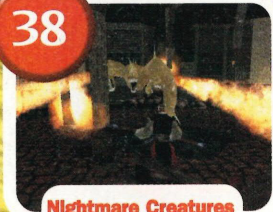
Micro Machines 64 Turbo
Tiny

32



FIFA '99
Footy

38



Nightmare Creatures
Spooky

The Reviewers...

Steve

What with one thing and another I haven't actually done a review this issue. Must be all that dossing and skiving I've been doing! I did have a good laugh with Micro Machines though, as well as a couple of tense bouts of FIFA and Centre Court now and again!



Noely

Good old team player Noely's been in the office for one whole day after pretending he's written off his car and hurt his neck! Rumours that the accident was caused by an excited entrant to our 'I Want to Kill...' competition were not proved!



Mark

Seeing FIFA back as a great game has been a joy this month. But my real happiness came from tonning around beaches, houses and gardens in Micro Machines 64. No matter how hard some people cheat, they never prosper (well, almost never!)



Lewis

Tickling Mark's tiny tin-pot racer off rulers, tabletops and sandcastles, before watching it disappear to a Wile Coyote puff of smoke, has been my main joy this month. I've finally found an N64 footy game I love in FIFA '99 and if I could just beat Steve at Centre Court I'd die happy



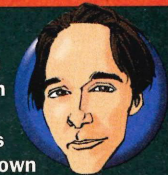
Paul

Tennis was my game this month, as I got to review the lovely Centre Court. Reminded me of when I impulse subscribed to a tennis magazine after getting wrapped up in Wimbledon one year, then spent the next 12 months regretting the unnecessary expense!



James

Footy was my bag this time out and I've been bangin' 'em in the old onion bag all month as I was blessed with the FIFA '99 review. It's not improved my own scoring ratio down the local disco though, which is a shame. I've been trying my set pieces for ages, but still no benders!

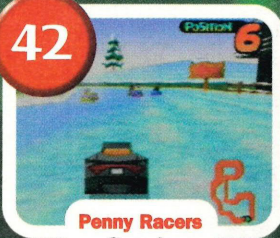




P32 FIFA '99

It's back. A little later than we'd have liked perhaps, but when it's the best FIFA yet, who cares?

42



Penny Racers
Speedy

P38 Nightmare Creatures

Scary stuff in this unusually bloody slash'em-up. Awoooo! Etc.

56



Centre Court Tennis
Sporty

The Scores...



THE Sore Thumb Award is given only to games that you'd happily kill your granny for. GoldenEye 007, Mario 64, 1080 Snowboarding and of course Zelda are all 'Sore Thumbs'

100
-90

ANY game scoring 90 or over is a must buy – a worthy addition to your N64 collection regardless of what type of games you like. Get one o' these and you'll be buzzin' for months!

89
-80

GAMES getting an 80+ score are well worth considering, but aren't the leaders of the pack. FIFA 98 is a good example of this – a good footballer in its own right, but not world class

79
-50

The idea's there, but it just hasn't come across when the game's got into its box and onto the shelf, which is basically where it should be left. Only worth a look if it's been reduced in price!

49
-0

Where the scabby dogs live. Go near a game scoring under 50 and you're most likely gonna end up with some 'orrible fungal disease spreading all over your body. Like the lurgy

The Low Down...

Why...

Tells you exactly what we think of each game

Breakdown

Graphics How it looks and how the awesome capabilities have been pushed to the max?

Sound Can you stand to listen to it for more than five minutes or is it something your Grandad would tap his arthritic toes to?

Gameplay Is it good fun or what? Will you be playing it when you should be at school or tossing it aside like a pair of Tesco trainers?

Lastability How long will it last? Will it be a GoldenEye, or a Clayfighter where you'll finish it in five minutes?

Why not try?

Is there anything like it? If so, what is it?

Other views

Where the rest of the N64 Pros stick their oars in and one of you readers gets a go at reviewing a game



League Points

Check page 22 to see how your favourite software house is doing in our highly acclaimed League Table of N64 publishers!



REVIEW

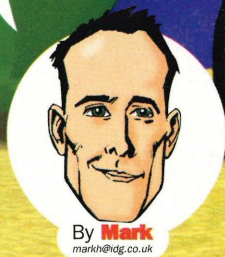


British Release

Toy racing has taken over the office! Will we ever get any work done?



Work! What work? Who needs it when you've got games this good?



I've seen multi player gaming heaven! It's a sleek black box with four joypads plugged in and the best version of Micro Machines ever made!

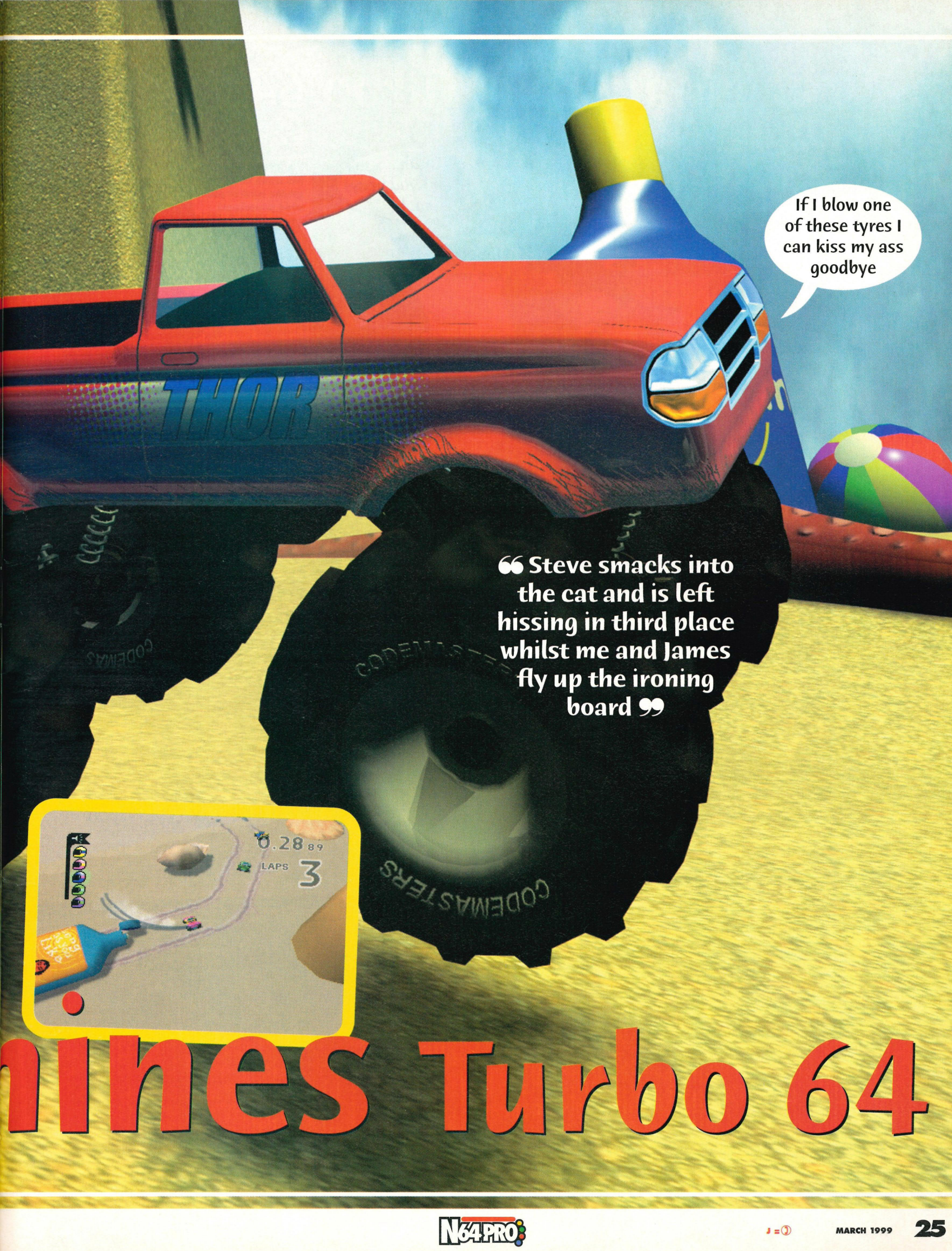
AND THEY'RE off... It's a fast start as the team ton it down the kitchen table and spin around the carton of milk. Disaster strikes Noely as he hits a Wheeto and spins badly! Steve smacks into the cat and is left hissing in third place whilst me and James fly up the ironing board. James has a sneaky power-up that reaches out and grabs me, throwing my car behind his, leaving the cheat to gloat in first place. Welcome to the wonderful world of Micro Machines. You must remember

this game on the SNES (when I were a lad, we all ate Hovis and respected our parents etc...). If you never saw it then you missed out big time on one of the all time classic games. But fear not, cos it's back, it's in full 3D and it's better than ever.

Small Tracks

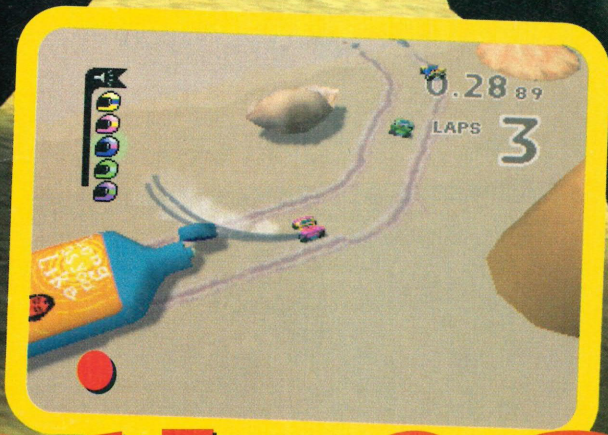
Every kid at some point took out his toy cars, made a racetrack out of bits and pieces and turned mum and dad's semi-detached Barrat house into Le Mans for the day. Like all the best ideas for a game it seems so simple, but it's fiendishly complex

Micro Mach



If I blow one of these tyres I can kiss my ass goodbye

“ Steve smacks into the cat and is left hissing in third place whilst me and James fly up the ironing board ”



Crash Team Racing Turbo 64

Micro Machines Turbo 64

Mini Maniacs

Let's tear it up

Bonnie

Uuuh...
...Thankyou very much!

Nobody likes me!

Walter

Spider

Let's race dem cars!

Jethro

Great balls of fire. That's what you get for driving into the bunsen burner

► and incredibly funny (much like Noely's hair).

Micro Machines takes this small idea (the racing one, not the haircut) and turns it into one of the biggest and most original racing games ever. Usually, a box of cornflakes is a harmless source of food. Not in this game, it's a massive wall of death that has to be jumped over! Garden ponds are for powerboat racing and the vertigo-inducing drop from a school desk is enough to make a sky-diver hug the ground and weep!

Unlike most racing games, Micro Machines is a top-down racer that sees you looking on the vehicles from way up above and steering them around

“Usually a box of cornflakes is a harmless source of food”

tracks so you know what to expect. Learning the tracks may sound a bit difficult, as there's a whopping great 48 of them based in different

like remote control cars. The old SNES version was totally flat, but now the whole game's made the jump into full 3D.

Don't look down

The top-down view's a double-edged sword though! On the one hand you get to see all those drops in all their glory and it makes a change from all those Mazza Kart clones. On the other hand, Micro Machines only lets you see about five inches of track ahead of your car, which makes it difficult to play at first.

You need damn quick reactions to get around in this game, but more importantly you need to learn the

locations, but it's as easy to pick up as a frozen turd.

You get to race around breakfast in the kitchen, ton through sandcastles on the beach, avoid poisonous chemicals in the science lab, tear around a snooker table, stroll around the garden and dodge work at school by racing around the desk. All these different types give each track a different feel that really helps when it comes to learning the corners.

Speedy Gon-titch

On the old versions the multi player game was usually won by whoever knew the track best, and unless you and yer mates were real experts (or

Use the control stick to steer your mini-motor around

Use the R button to make your car jump for joy

Use the Z trigger to fire a power-up, or honk your horn

Use the B button to slam on the brakes

Use the A button to tear around the track

Hah! I just trashed Steve's car by turning into a fireball and ramming him

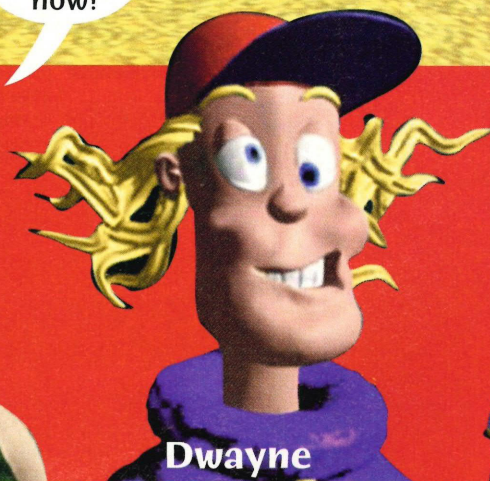
1.18 57
LAPS 2

0.01 72
LAPS 3



Jade

It's time now!



Dwayne

Let's burn!



Cherry

I can't drive, me



Chun

Come on, let's race

real novices), it was always a one horse race as the person with the 'knowledge' cleaned up again and again. But the N64 version has a hidden ace up its sleeve that not only sorts out this problem, but makes it better than ever! You've got a speed control for the game! If some of yer mates are new to Micro Machines then you can slow things down a bit, making the game more a test of overall skill rather than just memory.

The speed option also piles the pressure on you. So just when you think you've mastered the game. Just when you reckon you're the best damn toy car racer out there, try cranking up the speed to level five (if you think you're hard



“just when you reckon you're the best damn toy racer out there, try cranking up the speed to level five, if you think you're hard enough”



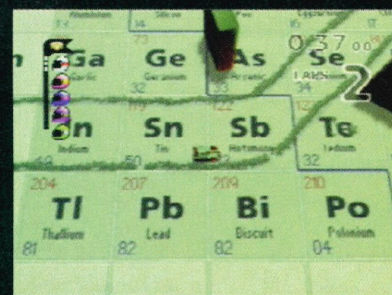
You'll need nerves of steel to race an F1 car around a track made of iron filings

Lilliput learners

Easy stuff to gently get you used to the manic world of Micro Machines. Nothing too fast and no devious tracks. Just watch out for the tanks, they pack a powerful punch!



Right On Cue - Easy



Periodic Park - Tanky



Cheesy Jumps - Speedy



Vindaloo Drive Through - Messy

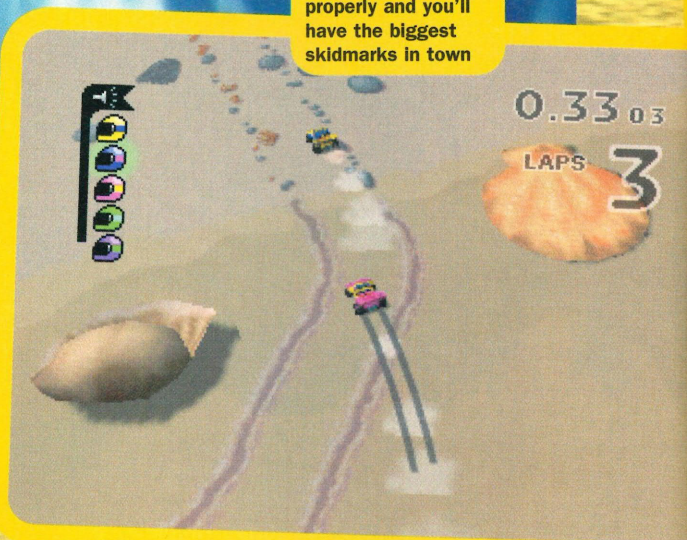
Micro Machines Turbo 64



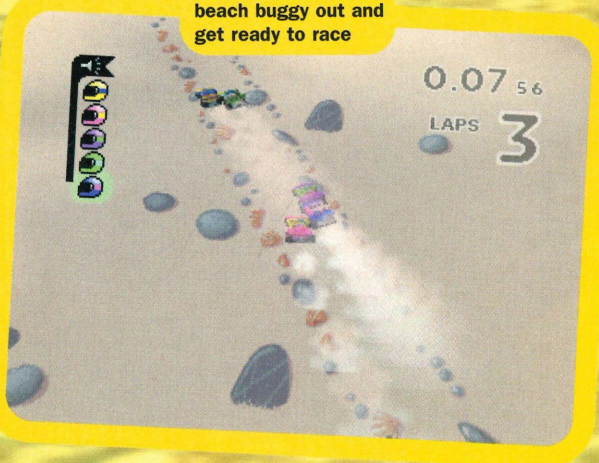
“You bomb around in speedy sportsters, bulky trucks, ferocious F1 cars and souped-up ice-cream vans!”



Fail to take a corner properly and you'll have the biggest skidmarks in town



No time to get a tan! Just get your beach buggy out and get ready to race



► enough). You see! You're not so hot after all! Micro Machines has five speed settings, and level five is so fast you'll feel your thumbs burn as you try to keep your car on the track.

And what a tasty selection of cars there is to race as well. You can bomb around in speedy sportsters, bulky trucks, ferocious F1 cars, souped-up ice cream vans (complete with jingle horn), speedboats, hovercraft and a whole host of other miniaturised

machines. And they all handle differently too. The F1 cars are (unsurprisingly) fast as hell, whilst the trucks are a bit slow and turn like pigs. All this adds to the strange toy-like realism of the game where you have to take into account the abilities of the machine you're racing and the track you're on.

Sweet and simple

But perhaps it's best not to get too complex about the game. At its heart this is just a mad arcade racer that's great fun to play and a whopping challenge. And when it comes to the multi player game! Well, here's my opinion (and it's a controversial one at that). I think Micro Machines 64 is the best multi player game in existence (there, I've said it).

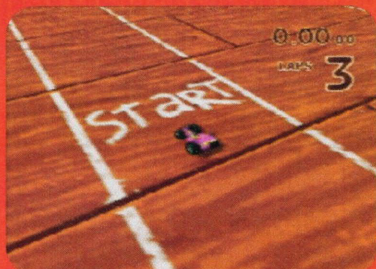
I know that's a bold claim and everybody's got their favourite (usually GoldenEye deathmatch or ISS '98). But when it comes down to it, this game provides a perfect gaming balance. Its playability allows the amateur player to get stuck into it immediately and complex enough for the seasoned players to keep on going for ages.

And with four players on the go at once, Micro Machines becomes a manic game that you and yer mates will play for ages. And if you can handle the thought of sharing a joypad with another person, then up to eight of you can crowd round your N64 and battle for first place.

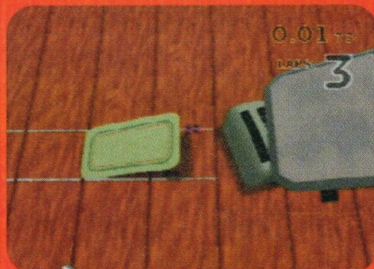
Unlike most multi player games where the screen splits up into four

“I think Micro Machines 64 is the best multi player game in existence”

Breakfast Bends



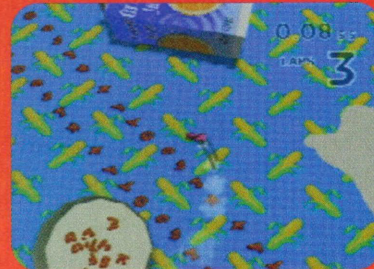
Welcome to a guided tour of my favourite track. I get ready to start...



And I'm off! I ton it down the straight and jump onto the card...



...and up the ironing board to jump into mid-air. I pray that I'll make it to the...



...breakfast table. Now I just have to worry about that bowl of milk...



The leader of the pack kicks sand in the faces of his followers. Then runs!



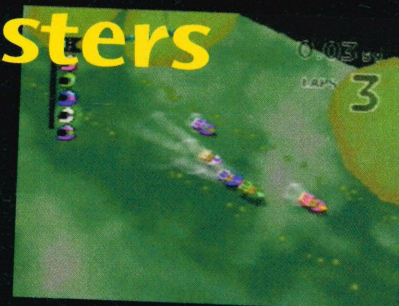
Dodging frogs, and skidding over water lillies. It's all normal for a micro boat



Treacherous treacle and bogus bananas. Breakfast is a bad, bad place!

Tiny tricksters

Things start to heat up as the racers take on a more serious set of courses. Taking you through the beach, garden and science lab. Just make sure you dodge the stains left by the men in white coats!



Pond Life - Wetter



Formula X - Faster



The Main Course - Tastier



Beached Buggies - Sandier

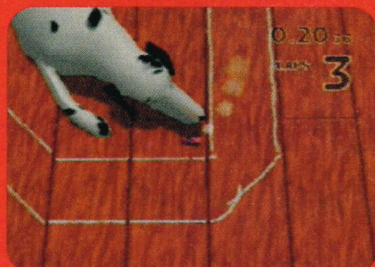


Superbowl - Trucker

66If you can handle the thought of sharing yer joypad with another person, then up to eight of you can crowd round your N6499



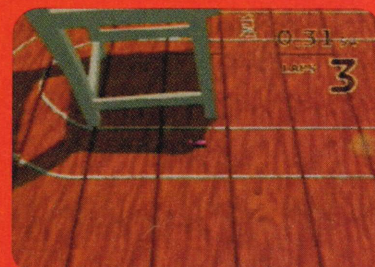
...before hitting another jump and flying back down the ironing board



I just miss the dog's nose as I screech around on the floor...



...and up through the chicane made out of a dirty old pair of shoes...



...around the chair back to the start. I just have to do it two more times!

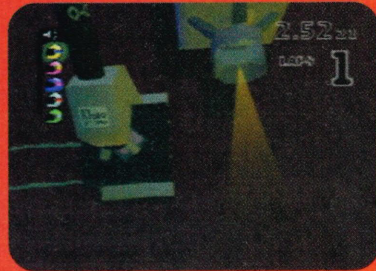
Micro Machines Turbo 64



Amoeba Racing



The science lab is full of strange things. Take this jump...



...straight into a shrinking ray. My car is reduced to a molecule

▶ little boxes, all the players stay on one screen in Micro Machines.

If four players are racing along, then players who fall off the back of the screen are knocked out. This continues until only one player is left and he wins that round. It works on a points system with the winner getting an extra notch on his points bar. All the cars then line up again and the race carries on until one person fills their bar completely and is declared the winner (or the biggest cheat).

Control freak

And when you all get used to the controls, the races become real battles for first place with everybody grabbing the nearest power-ups and

trying blow each other up, whilst trying to keep their machine on the track. Power-ups include missiles, bombs, mines, trails of fire and even extending hands that reach out and grab the players in front and throw them to the back.

And that's not the only dirty tactic! Lewis has perfected the "nudge the player off" tactic, sending opponents hurtling to their doom and cursing him with a vengeance (ooh, I'm bothered - Lewis).

Filthy cheat

The one player challenge is good fun as well (although multi player's the real bomb game). You get to race

against four computer opponents around a series of tracks on three different difficulty levels. You have to come first or second to continue and you only get three lives. You may find the beginner level easy, but the tricky and difficult levels pose a real challenge (especially with the speed hyped up). And when you get too good at this you can always take on yourself in the time trial and attempt to knock seconds off your lap times.

It's a treat

Every time you win a race you get a car for your garage (or a previously owned car is upgraded). These include vehicles not normally raced in the game,

like the hovercraft. You can collect, admire them, take them out for a test-drive or use them to bet in races with your friends. It's little touches like this that make Micro Machines such a great game.

The graphics are good, but they're not the best. It certainly doesn't look as good as Diddy Kong Racing or Mario Kart, but if it's gameplay you're after, then this is where you'll find it. Micro Machines 64 is a top multi player racing game that'll make you laugh and keep you entertained long after most of your other carts are gathering dust on the shelves ●

Difficult dwarves

This one'll separate the men from the boys. Five tough tracks that'll test your nerve and skill. If you can finish this on level five then you truly are master of the Micro Machines



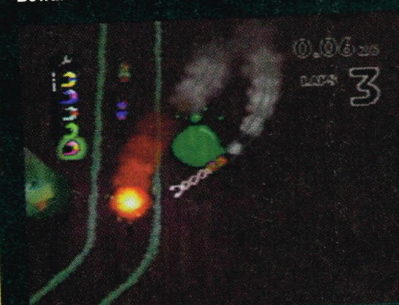
Baguette Balance - Doughiest



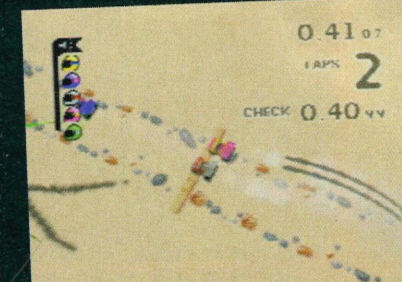
Beware of the Dog - Biggest



Right on Cue - Trickiest



Interesting Voyage - Smallest



Bucket and Speed - Hardest

if it's gameplay you're after, then this is where you'll find it

Oy! You two in the front. Get back behind the line you cheating ranksters



It's Got... 90%

SOFTWARE HOUSE LEAGUE
3
pts
SOFTWARE HOUSE LEAGUE



The camera pans around to the microscope and I find out that...



...oh my God! I'm racing around a blobby blood vessel

Get out of my way or I'll take this toy boat and shove it up yer rear end

Track! What track? I'm just here to build sandcastles and go paddling in the sea

0.48⁸⁴
LAPS **2**

0.54²⁵
LAPS **3**

Why...

Amazing action as you ton around in tiny motors dodging everyday objects blown to massive proportions. One player's a real challenge and the multi player game is arguably the best ever made. Loads of tracks, tons of cars and plenty of fun. Own a copy of this and your mates'll be round to play it all the time **MARK**



Breakdown...

GRAPHICS Not the best ever seen, but plenty of sharp detail on the tiny cars **7/10**

SOUND Not much going on here either. Functional tunes and good effects **7/10**

GAMEPLAY Amazing! Easy to get into and impossible to put down. Fantastic **9/10**

LASTABILITY 48 tracks, tons of cars and a speed setting. Utter brilliance! **9/10**

Whynot try...

There's nothing really like it, but you can always have a laugh on Mario Kart or Diddy Kong Racing. All damn good games!



Other Views...

LEWIS Knocking your mates to their doom off an Ironing board is worth the asking price alone. This is brilliant!

STEVE More fun than a season ticket at Alton Towers, and you'll be playing this into the early hours for months!

JAMES Unsurpassed mini mayhem for the house or garden, unless you have Nicola Charles and a hose pipe!

READER REVIEW Not as good as Mario Kart and the graphics are crummy. But it's a good laugh!
- Horace Cooper, Leicester

Publisher Codemasters • Contact 01926 814132 • Release Date Out Now • Price £39.99 • Max. Players 8 • Memory Pak Space 16

New classy kickabout or an updated underachiever?

**SORE THUMB
AWARD WINNER**

If all of this drinking and gambling doesn't stop I'm off to another mag

Nah man, Superman flies with two arms not just one. And he wears red Y-fronts like mine

In the dug out

“A game with enough quality up its street to produce a million tins of console candy”



1 Cycle through the countries and teams until you find your own world beaters, then go into IGM strategy



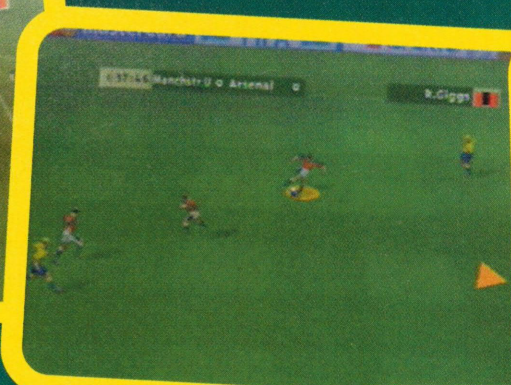
2 You have three IGM settings that can be changed during play to counter the opposition's mid-game tactical changes

FIFA '99



By James
jamesc@idg.co.uk

It's in the game, so EA claim, but N64 owners are yet to be convinced. Can FIFA really deliver an all-star 11 for the Nintendo Premier League this season? The odds are shortening...



Over here mate! Swing one in, right on that cross there. Hurry before Mark turns up with a spade

IT MAY BE the most respected brand of our beloved bloated pigskin kicking sport in Sony's neck of the woods, but to be honest, EA's line of FIFA titles haven't really set our own console alight in the same way. Primarily because of the quality we're all assured of from Konami's soccer sensations in the ISS series, but also because of Electronic Arts' inability, or refusal, to play their strongest team from the start.

FIFA '98 was an average game when compared to the sublime antics available to all in ISS, and though World Cup '98 got the blood and

sweat pumping on the pitch, it was merely a stopgap in the old Nintendo football fiesta – criminally void of any club teams. Alright, alright, we know it was a World Cup game, but surely club level competition for Europe's most tantalising trophies is really what the FIFA games have always been about, home or away?

The parrot's pods

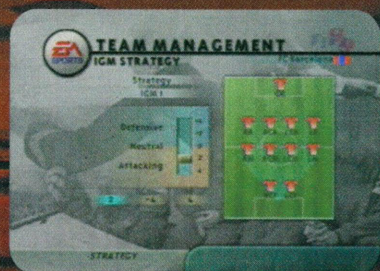
So, whilst EA got a pat on the back for having a go, Konami's ISS got the traditional after match bubbly on its

way back up the tunnel. However, the roles may soon be reversing if the first '99 edition of Electronic Arts' most bankable ball game is anything to go by. You can forget about ill feeling cockatoo's (that's a type of poorly parrot, not a pair of knackered k*obs) having anything to do with this silky edition of FIFA. Indeed, you'll more likely find yourself atop of the moon if this footy title is

tempting your pocket money, as EA have produced a game with enough quality up its street to make a million tins of console candy.

Ground breakers

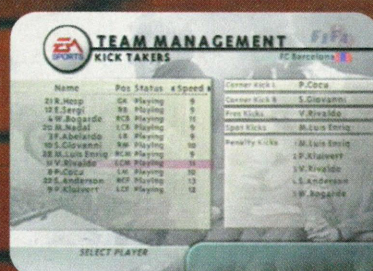
It's literally stocked to bursting with footy treats that even the most devout FIFA hater will be drooling over as you dribble across the umpteen amazingly rendered stages of European football. Old Trafford and



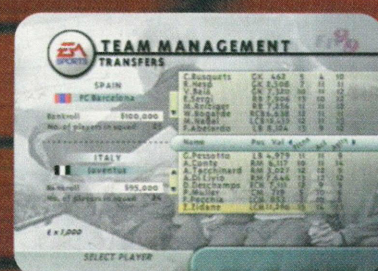
3 For a goals-fest go for all-out attack and push everyone up. Or be a jessie like Steve and get men behind the ball



4 Position each player to suit your game. We don't recommend trying a Schmeichel with the keeper though



5 You'd rather have Rivaldo taking freekicks instead of Nadal? Me too, so I've stuck his name in there instead



6 Go on, buy Zidane for 12 grand, you know you want to. And I'll have a Del Piero while I'm at, thank you very much

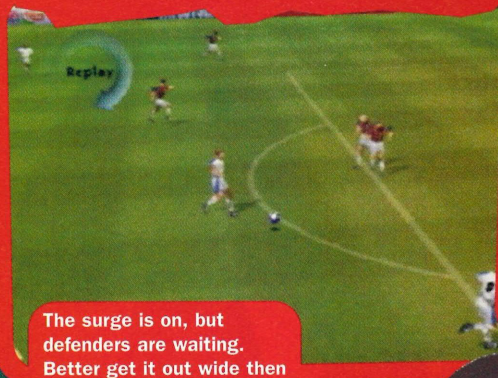
FIFA '99



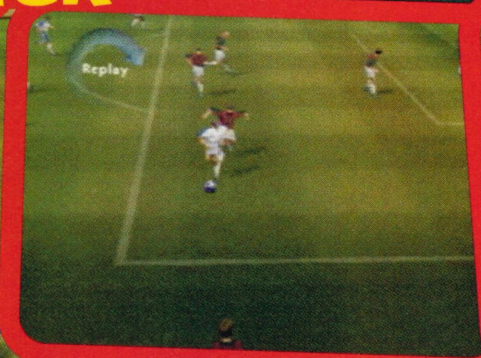
► the Nou Camp are just two of the stunning stadia you'll be able to grace in any competition featuring teams from all over the world, both club and international. It's got the largest database of teams yet seen on any console, with all of the world's major nations and their leagues included, as well as some other famous teams from less popular footballing countries.

Get stuck into a full season in your preferred land, or pick a friendly match with an eleven from across the globe, or how about taking on the creme de la creme in the European Dream League? You can even opt for the goal-laden bonanza of a golden goal game, where both sides just continue to

Art of attack



The surge is on, but defenders are waiting. Better get it out wide then



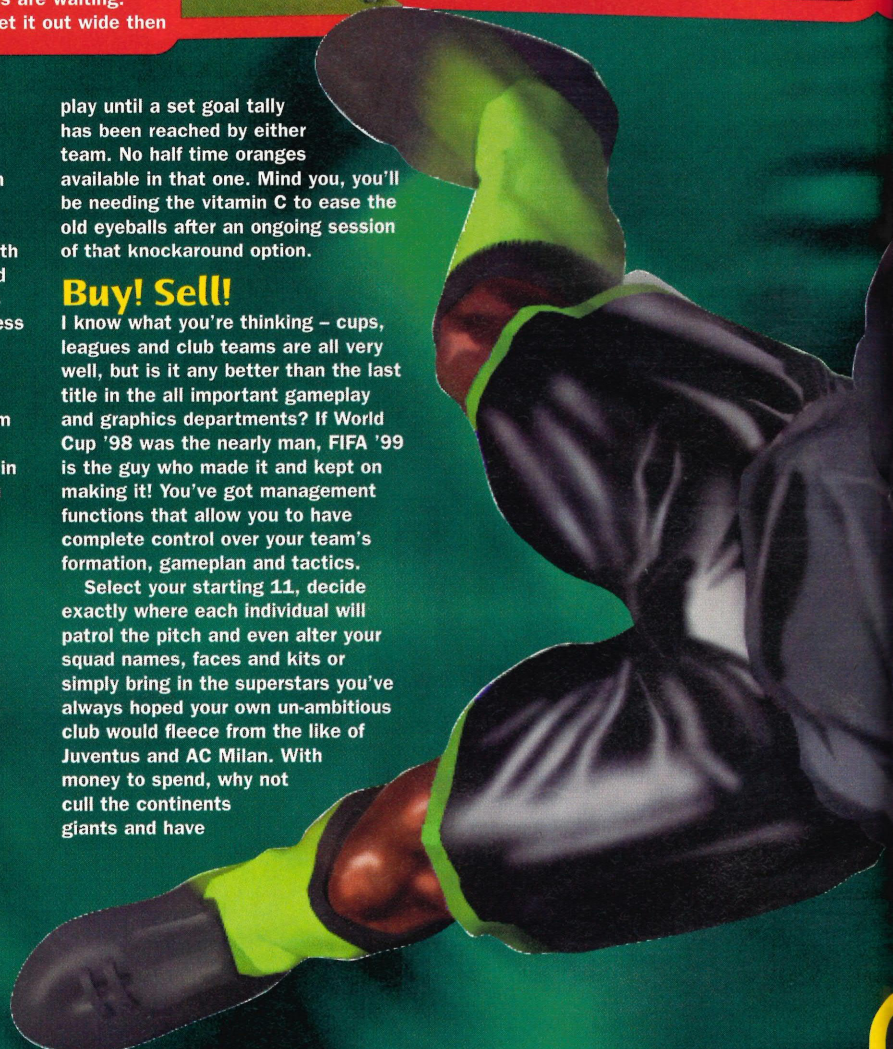
play until a set goal tally has been reached by either team. No half time oranges available in that one. Mind you, you'll be needing the vitamin C to ease the old eyeballs after an ongoing session of that knockaround option.

Buy! Sell!

I know what you're thinking – cups, leagues and club teams are all very well, but is it any better than the last title in the all important gameplay and graphics departments? If World Cup '98 was the nearly man, FIFA '99 is the guy who made it and kept on making it! You've got management functions that allow you to have complete control over your team's formation, gameplan and tactics.

Select your starting 11, decide exactly where each individual will patrol the pitch and even alter your squad names, faces and kits or simply bring in the superstars you've always hoped your own unambitious club would fleece from the like of Juventus and AC Milan. With money to spend, why not cull the continents giants and have

The cut scenes in FIFA '99 look finer than a troupe of cheerleaders in the buff. Well, nearly

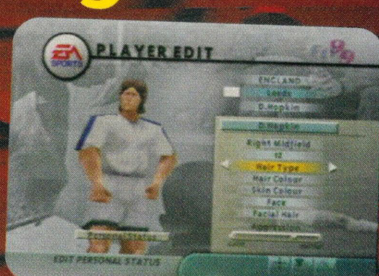


“If World Cup '98 was the nearly man, FIFA '99 is the guy who made it and kept on making it”

Changing room



1 Use the Player Edit option to weed out the gurners on your team. David Hopkin could well do with a touch up



2 Now he's got the film star face he'll get more fan mail. How about a Ginola style barnet Dave? But not ginger!

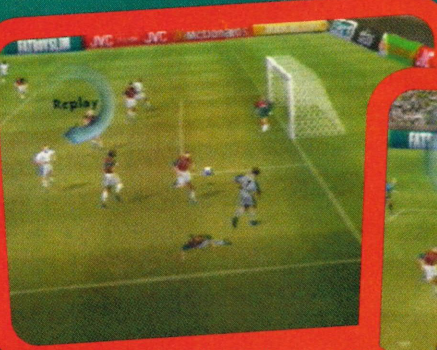
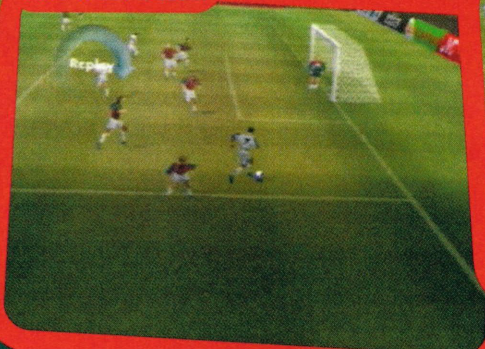
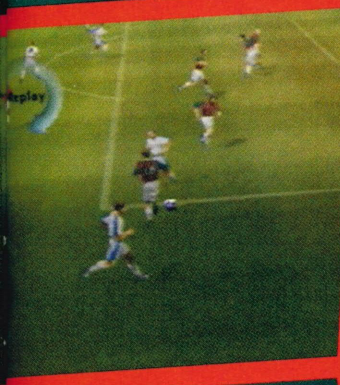


3 A bit of a sun tan to get that latino look the girls go mad for, though I think the gorilla pose is overdoing it a little

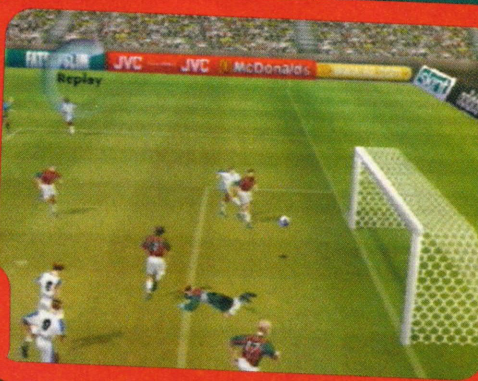


4 And the final touch, a bit of a Del Piero facial hair. There you go mate, all done. Just another 10 Leeds players to go

He's got around the back of the defence, but has he got the class to cut it back?



No problem pal. The keeper's in no man's land and the goal's left begging



Zidane, Beckham, Maldini and Batistuta all pulling on the claret and blue of West ham? Stranger things have happened, well you'd like to think they have anyway eh Hammers?

Pick yer trick

And so we make it onto the pitch, the best place to be - naturally. The gameplay in FIFA '99 is as wonderfully sublime as it comes. Imagine the passing excellence of an eighties Liverpool, combined with the goal scoring power of the modern Man U, with Diego Maradona pulling the strings from his

These new gloves grip balls better than Michael Jackson

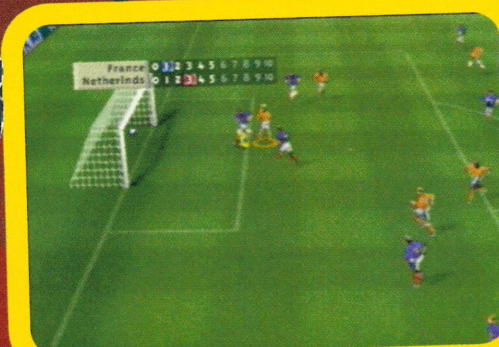
“The passing excellence of an 80's Liverpool, with the goal power of the modern Man Utd”

control pad dug-out. The pace of play can be altered, as can the difficulties of executing all aspects of the gameplay, but so improved is the engine that you'll no longer have to hit the buttons a million times before the ball becomes unglued from your

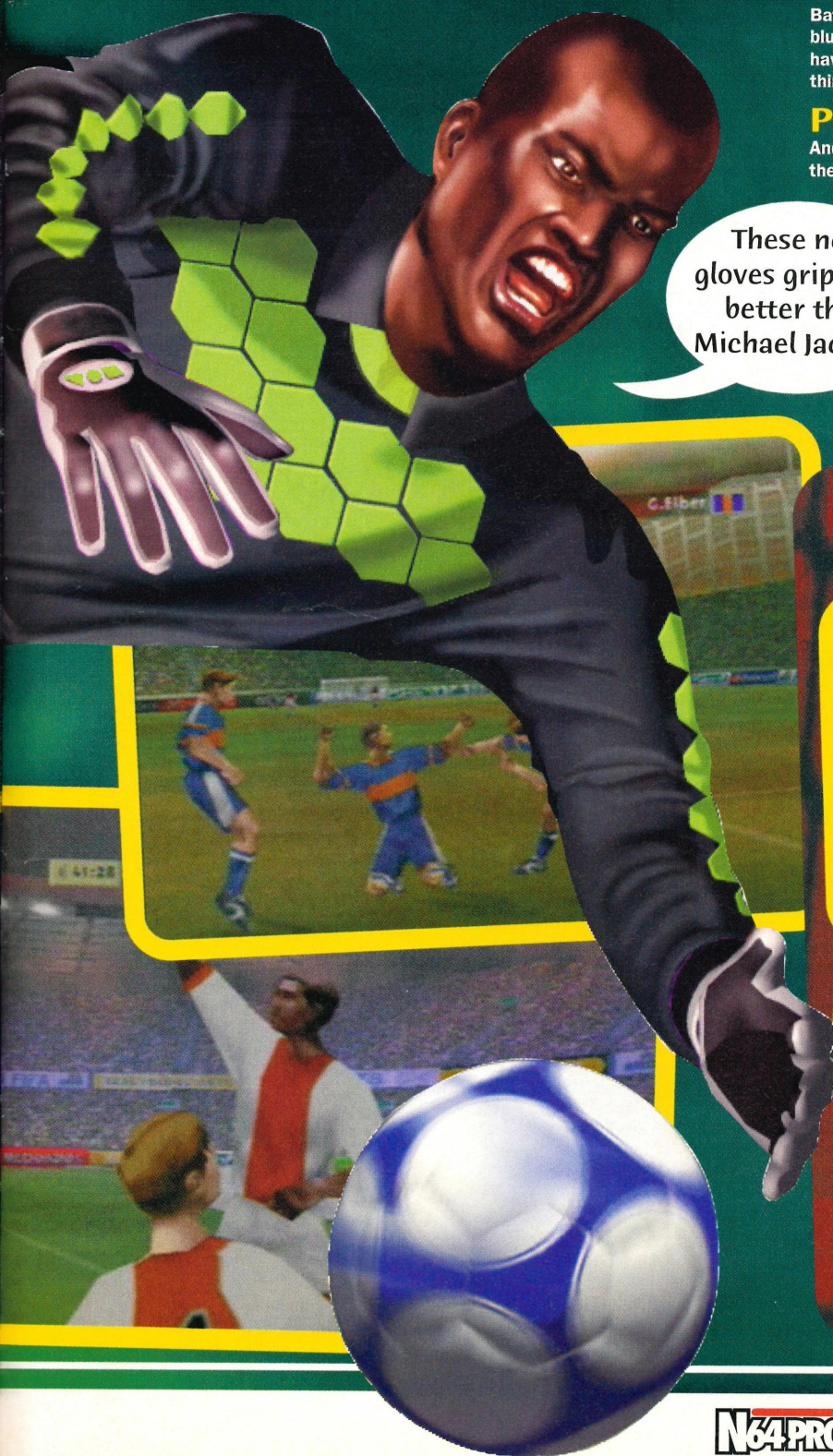
Bangin' 'em in



The Golden Goal option is the one for goal hungry gamers. With no half-time, or game clock for that matter, it's just a case of scoring more than your opponent. Set your own targets - here the first to score five goals wins

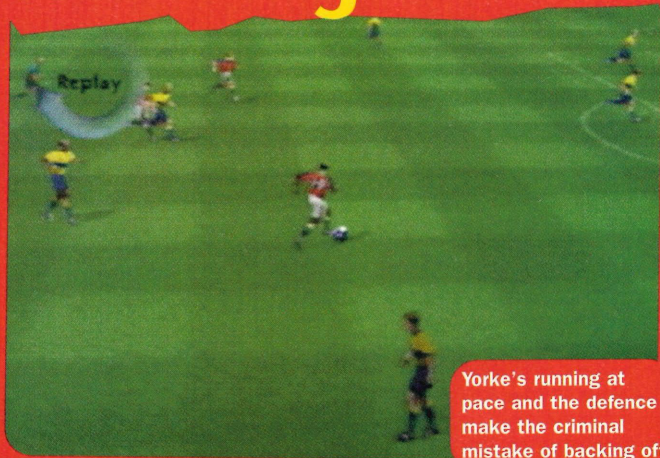


About 20 minutes later it's still only 3 - 1 to the Dutch, but hang on a minute, Bergkamp's just bagged another! the odds are well and truly stacked against France now, but the World Champs won't give in that easily

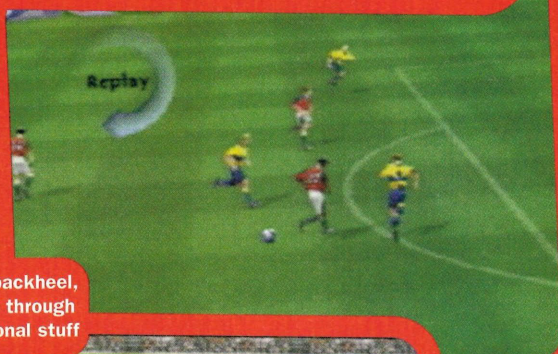


FIFA '99

Winning streak



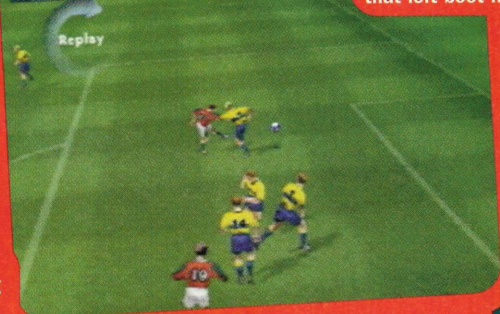
Yorke's running at pace and the defence make the criminal mistake of backing off



The cheeky backheel, the exquisite through ball. Sensational stuff



Go on Solskjaer my son, show 'em what you're packing in that left boot mate



The keeper dives, but nothing is going to stop that rocket shot hitting the net



Uhoh! It looks like the ref's reaching for his top pocket. The w*nker!

► players' two left feet.

The one touch passing movements which can be pulled off are worth the price for this season ticket alone, but combined with an ever increasing array of tricks such as the back heel, rainbow kick, bicycle kick, step overs, dragbacks, cheeky reverse step over pass etc. (I could go on forever talking about all the options, but I won't, you get the idea). It's more of a bargain barrel of goal making goodies that has to be played to be fully appreciated.

The sky's the limit

Graphically impressive to the extent that you'd be forgiven for wondering where the 'Sky Sports' logo had vanished to, FIFA '99 is now holding all the aces in the looks department for soccer on N64. The in game animations and cut scenes illustrating the dump down despair or airhead elation of both sets of players is quite simply a joy to behold.

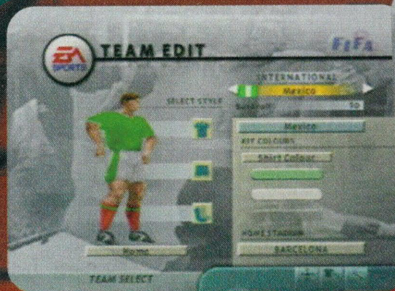
It may sound like I'm about to pop

my icing pipe here, but FIFA '99 is simply an outstanding visual feast in every area.

With Commentary from John Motson (who likes to say 'Yes!' all the time) not being anywhere near as polished as the PlayStation version, you'd have to say that this is the only downside in a field full of upstanding

“Graphically impressive to the extent that you'll be wondering where the Sky Sports' logo is”

Strip search



1 Mexico have a bit of a drab green kit don't they. Let's give them a bit of a tarting up shall we?



2 There are absolutely loads of kit designs to choose from. All sorts of stripes, hoops, checks etc. are available

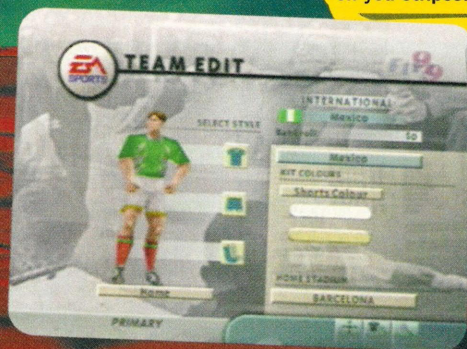


“Don't worry, we Nintendo owners don't have to put up with Mark Lawrenson's high pitched queenie squeals”

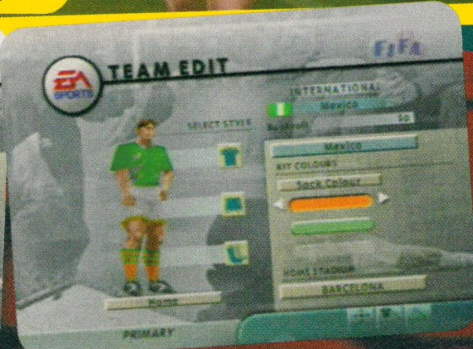
quality. Though at least we Nintendo owners don't have to put up with Mark Lawrence's high pitched queenie squeals day and night! FIFA '99 is a consummate treat for football lovers young and old. Watch out Konami!

This year's title race is going to go right to the wire, as at the end of the day it's a man's game that should be played on grass and it's the goals scored that count, we were good enough for a point and you'd be as sick as a parrot if... nuff said ●

Seaman feels gutted as Juventus blast into the lead. Come on you stripes!



3 I'm going for the grey flashes and the gold hooped shorts. So it's only a slight change, but green's their national colour man!



4 Go on then, we'll have some orange socks as well, just to finish it all off. And there you go - a new kit. Only this is worse than before!

It's Got...

93%

SOFTWARE HOUSE LEAGUE
3 pts
SOFTWARE HOUSE LEAGUE

Why...

The FIFA games have always been standard bearers since their early days on the MegaDrive, but the brand's reputation has wained in recent times as the competition has improved and EA's premier title was subbed. However, this new edition redresses the balance and provides the N64's reigning champ with the quality opposition it so desperately needed. Nice one EA. **JAMES**



Breakdown...

GRAPHICS Fine animations and stadiums with superb cut scenes. Total eye candy **9/10**

SOUND Motson's rants aren't too varied, but far better than ISS's cack commentary **7/10**

GAMEPLAY Faster than Superman's Y-fronts, with sublime skills to bewitch **9/10**

LASTABILITY You'll tread the FIFA fandango on this funky green for an eternity **10/10**

Why not try...

The only real competition for this is Konami's ISS '98. Both offer a wealth of tricks and options to keep you kicking away



Other Views...

LEWIS I love footy, but I'm the only one in the office who dislikes ISS '98, so this is a lifesaver. Just buy it!

MARK FIFA finally gets the thumbs up! It's still not as good as ISS '98, but it looks a treat and has all the teams.

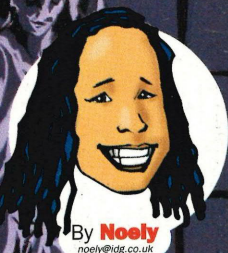
STEVE ISS '98 wipes the floor with FIFA, but this is definitely EA's best effort so far. In, but only off the post!

READER REVIEW This is the best footy game ever. It's much more realistic than ISS '98.
- Simon Heinz, Norwich

Publisher EA Sports ● Contact 01753 549442 ● Release Date March ● Max. Players 4 ● Price £39.99 ● Memory Pak Space Saves to cart

Bloodier than a baby playing with a razor blade

Nightmare Creatures

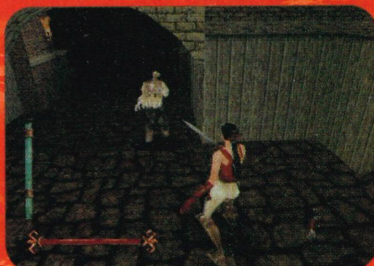


By **Noely**
noely@idg.co.uk

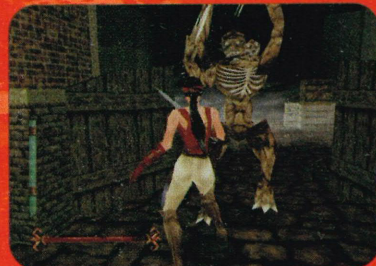
I'd have gotten away with it too, if it hadn't have been for those pesky kids!

Nightmare Creatures arrives slobbering and snarling on the N64. It's scary, action-packed and violent. But is it any bloody good?

Night fever



1 Typical! You wear a low-cut top and the blokes start drooling all over you!



2 Uh-oh, looks like they aren't after a goodnight kiss. I should've stayed home!



3 Clout! Good shot, but can you windmill? You should see my backspin!



We're a pretty fearless bunch here at N64 Pro. We laugh in the face of danger and tweak the nose of terror. Mark for instance doesn't even know the meaning of the word 'fear'. (But then he doesn't know the meaning of most words). But even he, with his 'nerves of steel' (Sheffield Steel of course), was visibly shaken while playing Nightmare Creatures.

If the title sounds familiar (gags about Mark's previous girlfriend's aside), it's because Nightmare Creatures was previously a hit on the

PlayStation. It's a scary, gory, gothic horror romp set in the dank, foggy and sinister streets of 'old London town'.

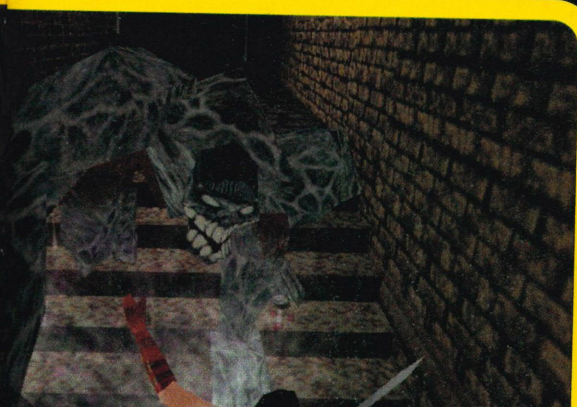
Cockney carnage

The plot centres on a secret demon worshipping society known as the Brotherhood of Hecate (a Brotherhood so sick and twisted it makes the Kray Twins look like the Chuckle Bros). It appears this evil cult (that's cult by the way) have rediscovered a virus that mutates the physical body, and are using it to spread a bizarre plague through the streets of London.

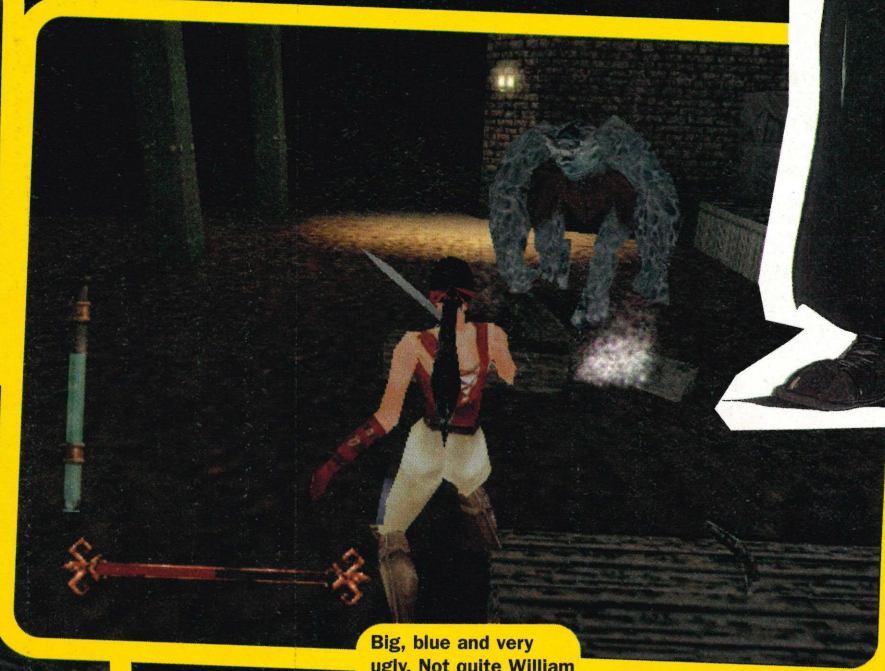
The result, a horde of grotesque,

“So sick and twisted it makes the Kray twins look like the Chuckle Brothers”

creatures



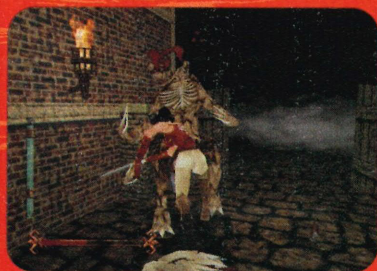
When things get a little too close for comfort use your powerful pick-ups and combos



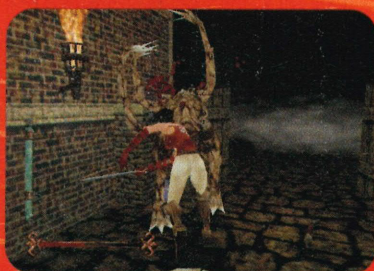
Big, blue and very ugly. Not quite William Hague, but definitely part of the family!



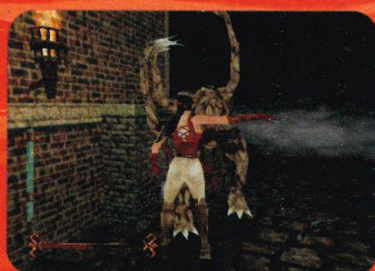
Sever Slash



4 You need to belt up mate, that lippy mouth's going to get you in trouble



5 I'm telling you - I'm doing you a favour here. Learn to keep that tongue in check



6 You're lucky I've not used a combo on you - you'd have been kebab meat by now



7 That's better. Now stand up straight, and tuck that shirt in!

outcast, gothic-horror figures, the likes of which have not been seen on our streets since kicking out time at RockWorld on Goth Night.

Of course it's your job as either the noble monk Ignatius, or the femme fatale Nadia (an immunology expert) to rid the streets of this vile demonic horde and make it home in time for tea and biccies.

Wound raiser

The action is viewed from a Tomb Raider viewpoint as you journey through beast filled basements, and critter-teeming dungeons. However,

there's little of the Tomb Raider-esque jumping from ledge to ledge nonsense. Instead, for the majority of the time you'll be lopping limbs off zombies, relieving werewolves of their howling heads and generally spilling enough of the claret stuff to keep a vampire banquet swinging well into the small hours - nice.

Beast feast

Each of the characters has a different weapon, a unique fighting style (including signature moves and multiple attacks) and their own method of despatching these mutant

beasts. Each character, for example, can strike, kick or block. Pressing the corresponding buttons multiple times causes multiple hits (ie kick, kick, kick = triple kick etc). But in addition, by alternating between buttons or pressing buttons simultaneously you are able to pull off more advanced combos and special attacks.

Whatever your choice of attack, the end result usually sees your character showered by the arterial spray of another mutant as it bites the dust (or in this case the wet, cobble street) and falls in a bloody, quivering messy pulp on the floor (much like Jarvis

Cocker at a Michael Jackson concert).

But there's little time to admire the handiwork of your butchery, since at almost every turn you are confronted by grotesque monsters and repulsive beasts, some so hideously deformed they make Peter Beardsley look attractive. The eerie, gothic setting helps create a wonderfully spooky atmosphere and at times the game is genuinely scary as you anticipate the next attack with baited breath.

Smash 'n' slash

Monsters lie in wait for you around dimly lit corners, burst from shadowy

Nightmare Creatures

alcoves, or come hurtling across the screen, careering through iron gates or smashing through wooden crates in a manic attempt to lay their filthy claws upon you. So you'll need to keep your blade sharpened, and your wits sharper still, if you're to escape their vile ungodly clutches.

Meet thy maker

Initially, solitary zombies and the like are easy to deal with and can be despatched with little more than a couple of stabs with your staff, but later adversaries are bigger (huge lumbering hulks that fill almost half the screen), badder and altogether more terrifying. And all of them without exception must meet death at your hands.

Initially, you'll only have your keen blade, but luckily as you advance you'll amass pistols, fire bombs and later even spells to swell your arsenal and help swing the odds in your favour

A shot in the dark

Graphically, the game is as dark and depressing as an omnibus edition of Eastenders. Set as it is in the foggy streets of London in 1834, if ever there was a game that could get away with horrendous amounts of fogging, this is it. But thankfully, Nightmare Creatures doesn't overdo it.

There is a degree of fogging that adds to the dank, moody atmosphere, but the game also offers multiple weather effects such as rain, snow and even lightning. In fact, far from

“Nightmare Creatures is as dark and depressing as an omnibus edition of Eastenders”

being a fog-fest, the graphics are crisp, sharp polygons with little of the fuzzy edges so commonly seen in murky N64 games.

Nightmare Creatures' major gripes are chiefly to do with its PlayStation origins and are testaments to its humble beginnings on a less technically adept machine. An antiquated flying camera is the first of these. Unlike the intuitive systems of Banjo or Zelda, this game's senior citizen cameraman frequently struggles to keep up with the action,

or gets caught on the edge of buildings muttering about collecting his pension and needing to be home in time for Bingo.

Bloodbath laugh

The other niggles is that the conversion hasn't taken advantage of the N64's analogue control. Both Ignatius and Nadia jump around in the most athletic manner. Fine when you're in the heat of battle and need to dodge rapier claws or a gnashing maw, but when you're trying to pick up an object, or

Ring of fire



1 This collection of ugliness is the Hydra, the fire-breathing first level boss

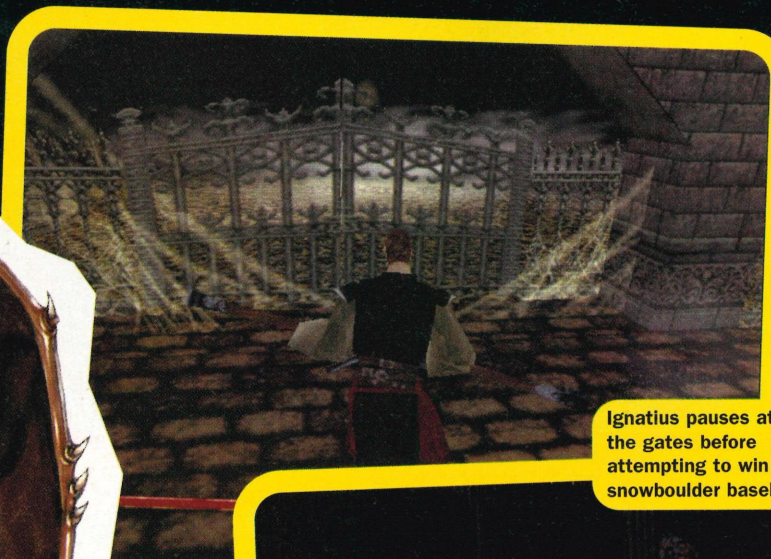


2 Is it getting hot in here or what? I'll open a window. Marshmallows anyone?



3 Move in to attack, then get out of the way and work around the filthy beast

I ask you, how am I supposed to wipe my ass with claws like these?



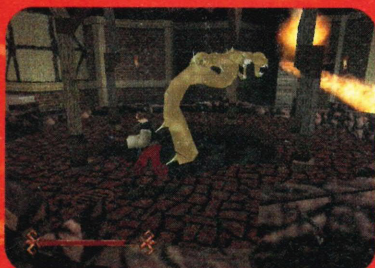
Ignatius pauses at the gates before attempting to win at snowboulder baseball



flick a switch, this lack of subtlety can prove frustrating.

Those niggles aside, this is bloody good fun, while it lasts, without ever being truly brilliant. It's action packed, violent, atmospheric and genuinely scary at times. It's also surprisingly gory for an N64 title given Nintendo's usually tough stance on violence.

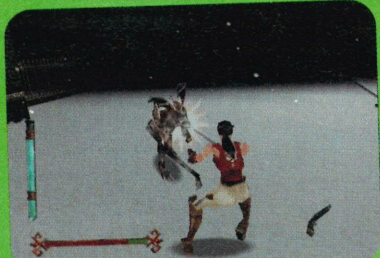
As it is, Nightmare Creatures on the N64 is an almost identical, straight and very late conversion of a rosey PlayStation game. It's just a shame that we couldn't have had an all-new rendition for our beloved console. Because, while that wouldn't have given PlayStation owners nightmares, it just might have given them something to lose sleep over.



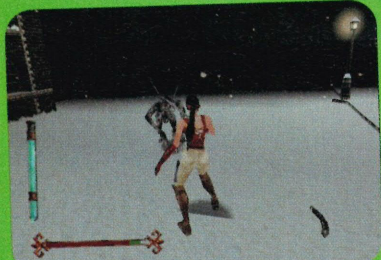
4 The trick is to get the Hydra to bring the support pillars down on itself



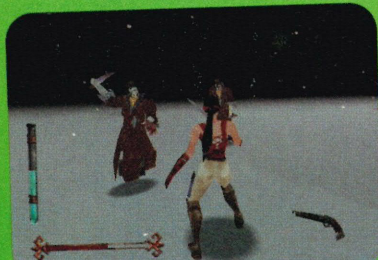
5 As long as you keep Ignatius on his toes, you should stay char free



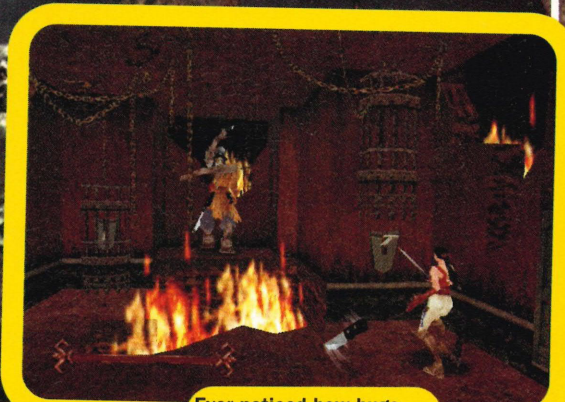
1 Take that you foul spawn of hell. Nadia shows her skill with the gun



2 It'll take more than some fancy shooting to keep this beastie at bay



3 Look, no feet! The undead are a bit of a strange bunch aren't they?



Ever noticed how huge hulking scary monsters brick themselves at the sight of a little camp fire?

It's Got...

79%

SOFTWARE HOUSE LEAGUE
0 pts
SOFTWARE HOUSE LEAGUE

Why...

NIGHTMARE Creatures is an entertaining, surprisingly gory, gothic horror/action adventure with the emphasis firmly on action. There are limitations that stem from its PlayStation origins and it's perhaps guilty of being a little repetitive. But when the action consists of slaughtering endless number of foul creatures, watching enemy heads roll across the floor, and arteries fountaining blood, who needs variety? **NOELY**

Breakdown...

GRAPHICS Ungodly gore and guts and enough horror to be a Hammer House film **8/10**

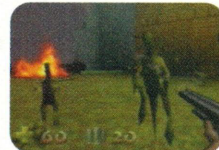
SOUND Spooky, but there's a grave lack of deathly 'choones' to sing as you slash **7/10**

GAMEPLAY Gets a little samey, but dicing up death is always a worthwhile cause **7/10**

LASTABILITY The nightmares will stop after a few weeks, unless you're a wuss! **7/10**

Why not try...

Turok 2 is a first person game, but the kill count is even higher, though you'll be fragging dinosaurs rather than dead guys



Other Views...

LEWIS More like a paper-cut than a severed limb gushing gameplay, this falls to put the willies up anyone

MARK Total filth from dull start to dismal end. Reminds me why I flogged the grey box and bought an N64

STEVE Found it quite spooky myself, but never really scary enough to actually soil myself, unlike Noely!

READER REVIEW I didn't buy my N64 to play duff PlayStation translations! Just stick it! - Gillian Unsworth, Rochdale

Publisher Activision • Contact 01895 456700 • Release Date March • Max. Players 1 • Price £40



REVIEW

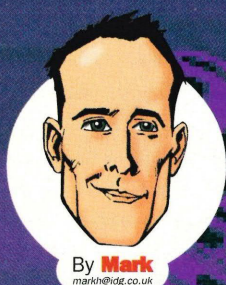


British Release

Fiendish fire engines racing manic milk trucks! What's that all about?



Penny



By Mark
mark@idg.co.uk

It's got more cars than the Ford factory car park and you can design your own tracks!

Sounds good, but is it enough to knock Mazza off his Kart?

Penny What?

You must have heard of Penny Racers? Oh well...They're small racing toys that you pull back a couple of inches and they fly off to the other side of the room and smash into the nearest wall! The name comes from the little slot on the back of the cars just big enough for a 1p coin. Slot that in and they'll pull wheelies before hurtling out of control and spinning like a breakdancer on a fairground ride.



PENNY RACERS HAS a hell of a lot of cars to race with! There're over 100 tasty motors to ton around in ranging from speedy sportsters through to muddling milk trucks and they're all depicted in a squashed, flattened cartoony style. It's like racing around in a car that's been thrown through a crusher and is now

as wide as it's long.

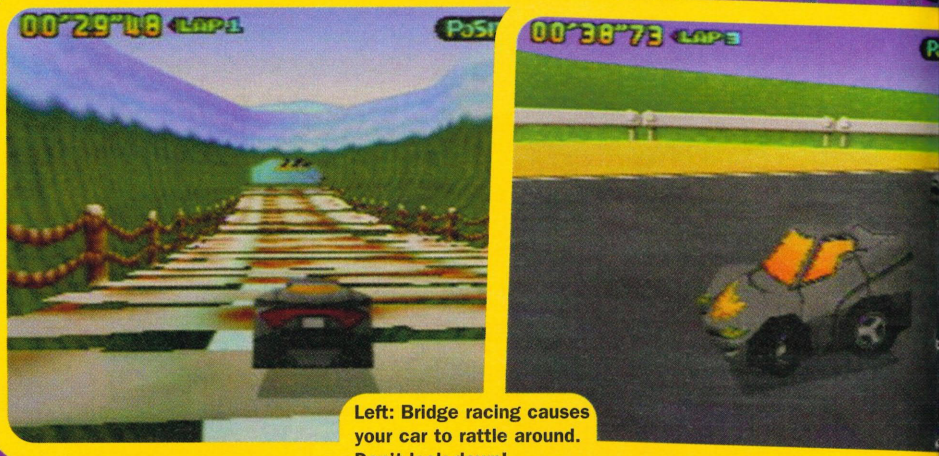
But the amount of cars isn't the only thing that's impressive about Penny Racers. To tell the truth, when I first heard about all the features this game had I couldn't wait to get my hands on a copy. Sure, it may not be as big as F-Zero X, but it's the gameplay that counts!

Penny Power

There's a mind-boggling amount of add-ons and power-ups that can be slotted onto your motor ranging from beefy engines, sticky tyres, bouncy suspension and enough dastardly weaponry to throw even the most determined opponent off the track. You can even swap the whole bodykit of your car, transforming your fumbling garbage truck into a ferocious Ferrari.

All this chopping and changing of your car works on a truly brilliant system called cannibalisation. You

I used to be a rubbish truck until I discovered plastic surgery



Left: Bridge racing causes your car to rattle around. Don't look down!

“Every time you win a race you get to nick one part of your choice from any of the losing suckers”

start off with yer basic racer and head straight to the racetrack. There's six cars in the race and the top three get to steal parts from the three losers. So every time you win a race you get to nick one part of your choice from any of the losing suckers. But the reverse is also true, come in last and you can kiss that fast new engine goodbye! If ever there was an incentive to win, seeing bits of your car disappear provides it. Nicking parts from other cars and



W Racers



Left: You've no time to empty bins in this race. Just try not to be rubbish!



slotting them together makes the car set-up far more interesting than your average racer. It means you end up with hundreds of different car bits and a quick head over to the car set-up screen presents you with plenty of different options to choose from. Should you pick better tyres or just stick the biggest engine in and hope for the best? There's a system of

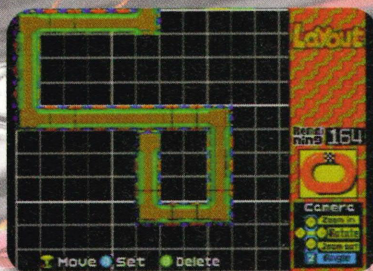


Penny Racers

Makin' Tracks



1 Decide whether you want to race on the road or down a muddy track. And do you want to do laps or not?



2 Move it in, out, shake it all about and design a track so treacherous the nasty corners will fool your friends



3 Don't forget to include the bumps, jumps, jolts, water, trees and a million other nasty traps to trip you up



4 Then pick a car and head for your track. Now you get to smash and crash into all your hard work



► points that prevents you from slapping the best of everything on your car so you have to make some pretty shrewd decisions to win the race. As you win the Penny Racer tournaments the number of points you're allotted increases, this then allows you to soup-up your car to ridiculous proportions.

Penny for 'em?

But by far the best thing that Penny Racers offers is a full track creation editor. You can build any track you want with any of the features found in the game and race around it. Making your own tracks is easy to do, loads of fun and the variety this offers the game is enormous.

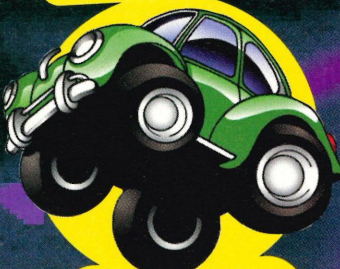
Hang on though! Don't go running off the shops just yet. It's not perfect, not by a long shot. You see,

the track editor is fantastic, the cannibalisation system's wonderful, the game itself (the bit where you have to actually race around the track) is, well... rubbish!

For starters, the graphics are lousy with poorly defined cars racing around bland tracks. There's hardly any textures to the scenery and everything looks like it's made out of huge triangles. I've heard all about the playability versus flashy graphics argument and nine times out of 10 the game with the best graphics wins. See Banjo, Zelda and Turok 2 if you want further proof. And it has to be said that even if you squint really hard, Penny Racers still looks dump!

You race around dismal tracks swapping places with remarkable ease, hoping that you finish first. The races are random and although it

VW Beetle



Herbie jumps for joy with his bouncy tyres

Merc A-Class



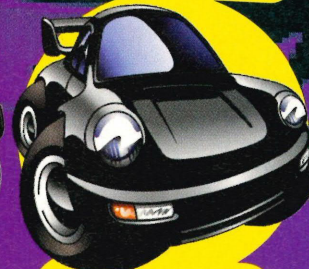
You'll find that it rolls over a few too many times

Off-Road 4x4



Barbie's tartmobile is a tasteful shade

Porsche 911



The 80's yuppie car is fantastic for racing

Mini Cooper



Take on the Italian Job with this neat racer

It's Got...

SOFTWARE HOUSE LEAGUE
0 pts

73%

Why...

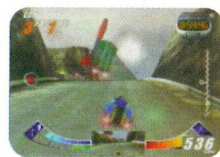
It's got some top ideas like the way you can build cars out of hundreds of spare parts that you've nicked off the losing racers. There's also a track editor that lets you build any number of tracks you want that look just as good as the pre-built courses. But the game itself isn't much cop and really can't cut it against the other racing games currently shining on the N64. Play it for long enough and you'll grow to like it, but you'd be better off with a better game. **MARK**

Breakdown...

- GRAPHICS** Pretty terrible really. The tracks are bland and the cars are dump. **6/10**
- SOUND** Not much cop either! Some okay sound effects but not much else **7/10**
- GAMEPLAY** The races are a bit dull and lack the excitement of other racers **6/10**
- LASTABILITY** Surprisingly good. Get into the game and it'll keep you going for ages **8/10**

Whynot try...

Mario Kart (if you haven't got it already), Diddy Kong Racing, F-Zero X, WipeOut or XG2. All superior to Penny Racers!



Other Views...

- LEWIS** The tiny tinpots here are thoroughly overshadowed by the monster Micro Machines. I'd avoid
- STEVE** Good Ideas, but buggar all gameplay doesn't exactly make this one of my all-time favourites!
- PAUL** There's about 20 minutes of genuinely good fun in here. The price is £40. You do the maths.
- READER REVIEW** This is pathetic! Even the track editor's pants. Play Mario Kart instead - **Will Tyler, Manchester**



Above: Lean on me, when you're not strong. And I'll push you off the track!

doesn't cheat as much as one player Mazza Kart, it still doesn't have that sense of fairness that a racing game should have. But above all it's tedious, especially when compared to the mania of F-Zero X or the gorgeous looks of XG2.

Plastic Fantastic?

Penny Racers just doesn't have what it takes to lift it above the crowd of N64 racing games, which is a real shame. Like I said to Steve, "if the gameplay was any good it'd be treat, but it isn't". But as he pointed out, that's no excuse for sloppy gaming.

If Penny Racers had just half the playability of Mario Kart or the good looks of Diddy Kong Racing, I'd be gushing about how wonderful a game this really is.

The cannibalisation of cars is a great idea and the track editor

provides a lastability that you won't get in any other racing game. If you do get into Penny Racers then you'll find a game that you'll be playing for ages cos the sheer amount of cars and add-ons will keep you occupied for months. But, I suspect that most of you (like me) would rather just ton around with yer mates on a four player F-Zero X. ●

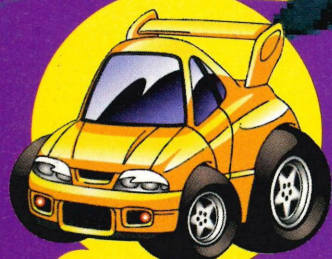


"The sheer amount of cars and add-ons will keep you occupied for months"

Subaru Imprezza

Dodge Firebird

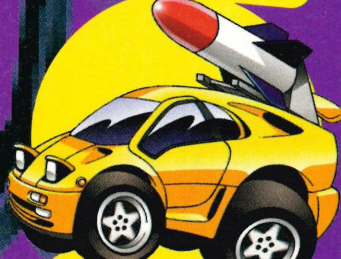
Lamborghini Diablo



There's even a tiny Colin McRae stuffed inside!



Looks cool even when it's squished up!



With a rocket on its back this'll always win

Publisher THQ ● Contact 01483 767656 ● Release Date Out now ● Price £39.99 ● Max. Players 4 ● Memory Pak Space 16

FREE Turok 2 Guide Mini-Mag Pullout

**BLAGGER'S
GUIDE TO**

Turok 2: Seeds of Evil Strategy Guide



Turok 2 - the name itself is enough to strike fear into the hearts of gamers! Six massive levels filled with vicious mutant dinosaurs! But fear not brave player. Help is at hand....

Level One - Port of Adia

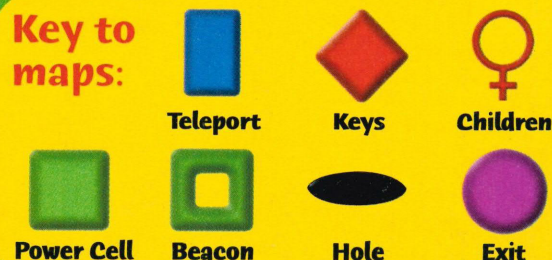
Missions: • Activate three distress beacons
• Rescue four children

New Enemies: • Dinosoids • Raptoids
• Endtrails • Throwbacks • Raptors • Compy

Boss: • None

**PART
ONE**

Key to maps:



CHEATZONE ➔ Turok 2: Seeds of Evil

New Weapons



These early weapons are fun and messy!

• Talon



● Do not underestimate this weapon. It's great against the tiny dinosaurs and if you aim for the head you can kill anything

• Bow



● Remember to hold down the Z trigger to build up the range. Aim slightly up and don't forget to get your arrows back

The Port of Adia

You begin the game on the docks. Immediately dive into the water, where you'll see the wreckage of several boats. Explore this area thoroughly, as within the boats and in the alcoves you'll find Life Force pick-ups. But remember to surface periodically or you'll take damage from lack of oxygen!

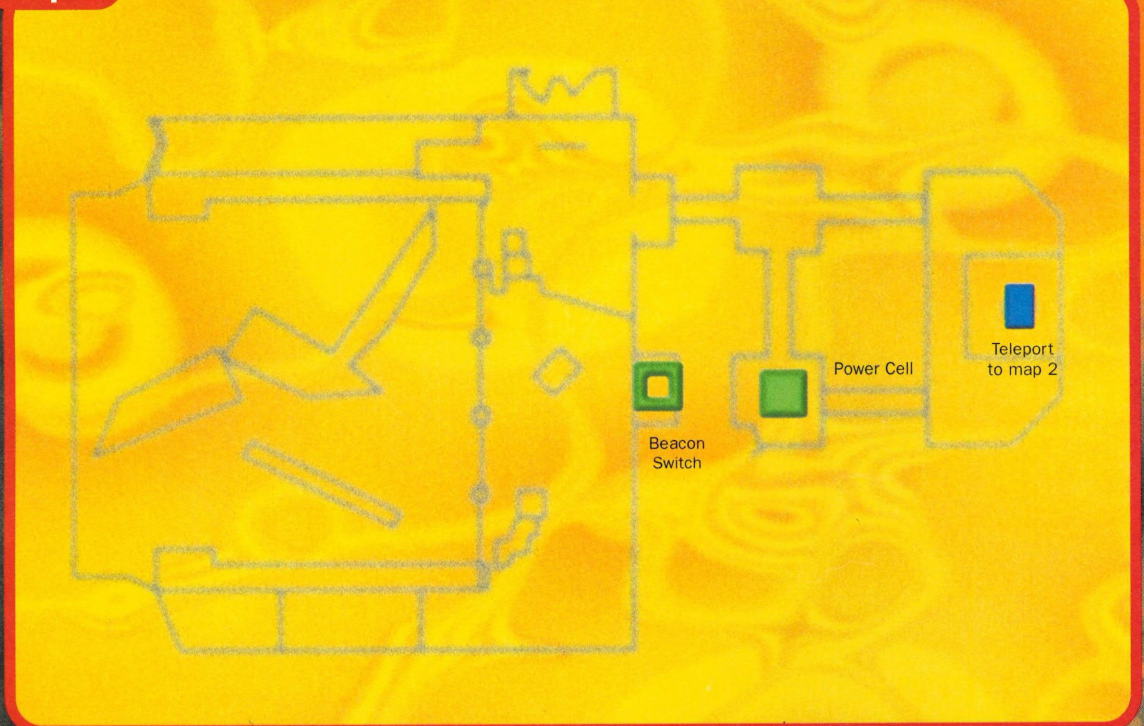
Exit the water on either side and follow the docks up to the main waterfront area. There will be several explosions as you approach, but don't worry - they're mainly for show.

Jump up, get down

You'll find a series of boxes with a Life Force floating above; jump up, box by box, and grab it. Also go to the box on the west side to grab some arrows. The large ramp at the west side leads up to a totally impassable door - don't waste time trying to get through there. Instead, head to the east wall, where you'll find an alcove containing the first of three distress beacon controls that you must activate. In order to do that, you need to find a Power Cell.

Just to the left of this alcove you'll notice an innocuous-looking wooden barrel sitting against the wall. Throughout the game these barrels will explode when shot, usually revealing hidden passageways or pick-

Map 1



ups. So whenever you see a barrel, you should automatically blow it up.

Use your bow on the barrel, but keep at a fair distance when you do - at close range, the explosion will cause you some damage! This particular barrel reveals another alcove containing a ladder leading up. Walk up to the ladder and climb. (Just walk into it and you'll automatically begin climbing up.)

You'll find yourself in a short, hexagonal-shaped tube, which quickly dumps you into a small room containing several gold Life Forces leading you toward another hex tube.

Follow the second hex tube into another small room, this one with a ladder on the left and some boxes on the right. Ignore the boxes; as throughout the rest of the game, they're mainly useless except to be

climbed on. To your right is the first Power Cell, for use in activating the first distress beacon. Grab it.

Let's shine a light

Power Cell in hand, you now have to head back to the waterfront and plug it into the distress beacon. Just bump into the beacon and the Power Cell will automatically be inserted. Once that's accomplished - you'll know you've succeeded not only from the helpful message from Adon, but also by the bright lights shooting into the mist from the towers above you - head back to the room with the ladder and the boxes.

Now climb up the ladder. You'll find yourself in another hex tube, which you should follow to the end. You'll find yourself looking into a slightly larger room, with a platform in the

centre and water all around it, sort of like a moat. On the platform is a Warp device, which will take you to another section of the level.

You need to get onto that platform. Take a running jump from the hex tube to land on the platform. If you miss, don't worry - there's a ladder down in the moat that leads back up. Once you're on the platform, avoid entering the Warp for now, because first you want to leap from the platform to the broken half-ladder and new hex tube that you'll now notice on the west wall.

Take a running leap to land on the half-ladder. (Again, if you miss, you can use the ladder to climb back up and try again.) Enter the hex tube and you'll find your new best friend, a fully-loaded Pistol.

Head back to the Warp room. This

Tip-Xtra



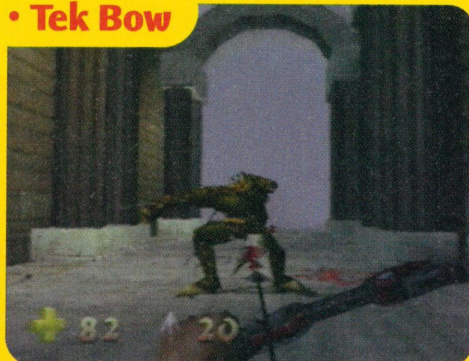
Throughout the game, you should "follow the yellow brick road" - that is, go where the gold Life Forces lead you. They're especially useful later in the game, when you might get confused and don't know where to go next.

• Pistol



● Not as powerful as the bow but its fast firing rate more than makes up for that. Just go easy on those bullets. Aim to kill

• Tek Bow



● Not only does it look more funky than the bow, you can use this to sniper dinos. Crouch down and aim for the head

• Shotgun



● Now that's more like it! Take a good look at the picture, it's worth a thousand words. Get this gun and cut 'em in half

time, walk right into the Warp. You'll be enveloped in a blue light as you're transported to the next stage of Level One.

Time to kill Barney

You come out of the Warp in a new room, with a ladder leading up to a wooden catwalk, and an exit doorway on the far west wall. Climb the ladder and collect the Life Forces you'll find along the catwalk; then jump down (you'll take no damage from such a short fall) and head for the exit.

It's here that you'll have your first of many confrontations with the local dinosoid population - in this case it's a Raptoid bearing down on you. Choose one of your three current weapons (Pistol or Talon recommended here) and make your first kill of the game.

Once he's been executed, continue

west. You'll be at a four-way intersection of sorts. Go to the pyramid-like structure toward the right and grab the Level 2 key. (You'll need this to access certain areas of Level 2.) Then head through the doors just beyond the Key to enter a blocked-off room. You can't go any further in this direction.

Leave the room and continue west (the door on the south wall is also impassable). Look for an arrows pick-up on the south side of the hallway. Be careful as you turn the corner up here, as two Raptoids will leap at you as soon as you do! Again, give them the blade or the bullet.

Once the Raptoids are history, you can enter this new room, which consists of a barrel and a ladder leading up to a catwalk. First climb up to the catwalk to grab the Life Forces

waiting up there, then drop down and take aim at the barrel with your bow. (Again, from a safe distance!)

When the barrel explodes, it reveals a crawspace leading to another room. Head down the crawspace, picking up Blue Crosses as you go. You'll enter a new room with rubble and an open door. In the doorway floats another loaded Pistol - since you already possess the weapon, this will serve as a Pistol ammo pick-up.

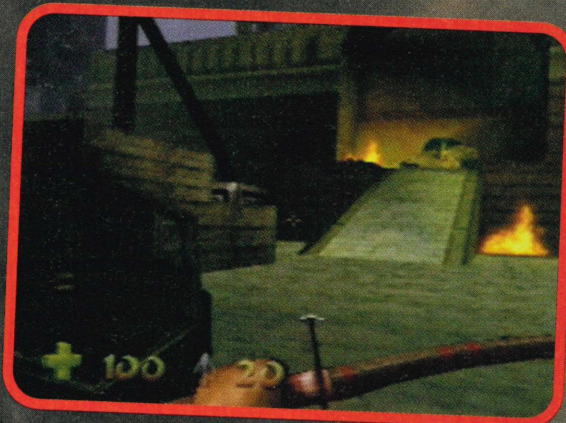
Enter the large chamber, which has a door on the west wall, a raised stone bridge, a catwalk and a pool. For reference, we'll call this the Bridge Room.

End of the endtrail

Your first concern is that there is an Endtrail dinosoid up on the catwalk, hurling grenades at you. The door on the west wall is locked, so don't worry about it for now. Stay out of the Endtrail's range, and dive into the pool. (You can deal with that Endtrail later on.)

Swim to the centre of the pool and collect the Health and Ammo pick-ups you'll find there. At the northeast corner of the pool you'll find a half-submerged tunnel, with Life Forces half-dunked in the water. As always, follow the Life Forces to your next destination, a ramp leading up to a landing. Along with a ladder leading upward, you'll see the first of many mechanical switches to be encountered on this level; bump into the switch to activate it.

The switch activates a hidden door behind you (so be ready!). You'll notice two blue health pick-ups in the now-revealed alcove - and, a second later,



you'll see a Raptoid drop down right on top of them, murder on its cold-blooded mind.

Eliminate the Raptoid and grab the health (if you need it). Then climb the ladder, which takes you to a hex tube dumping out on the Bridge Room, above the catwalk. Drop down onto the catwalk and kill the Endtrail who's still there (the same guy who was lobbing grenades at you earlier), grabbing the Life Forces along the way.

Once the Endtrail is dead, a hidden door near him will open, revealing a switch.

Dead as a dinosaur

Hit the switch, then follow the catwalk to the ladder at the end, leading up into a hex tube. Follow the path, collecting a flashlight and some health pick-ups on your way to the next switch. The dead-end hex tube next to the switch contains a red Life Force. Hitting the switch will open a hidden door, allowing you to continue.

Shortly you'll see the first captured child, huddling in a cage in a large room. "Turok, help!" Be careful as you approach this room, because there's a guard Endtrail waiting just around the left corner of this doorway. Kill him, then take a look around.

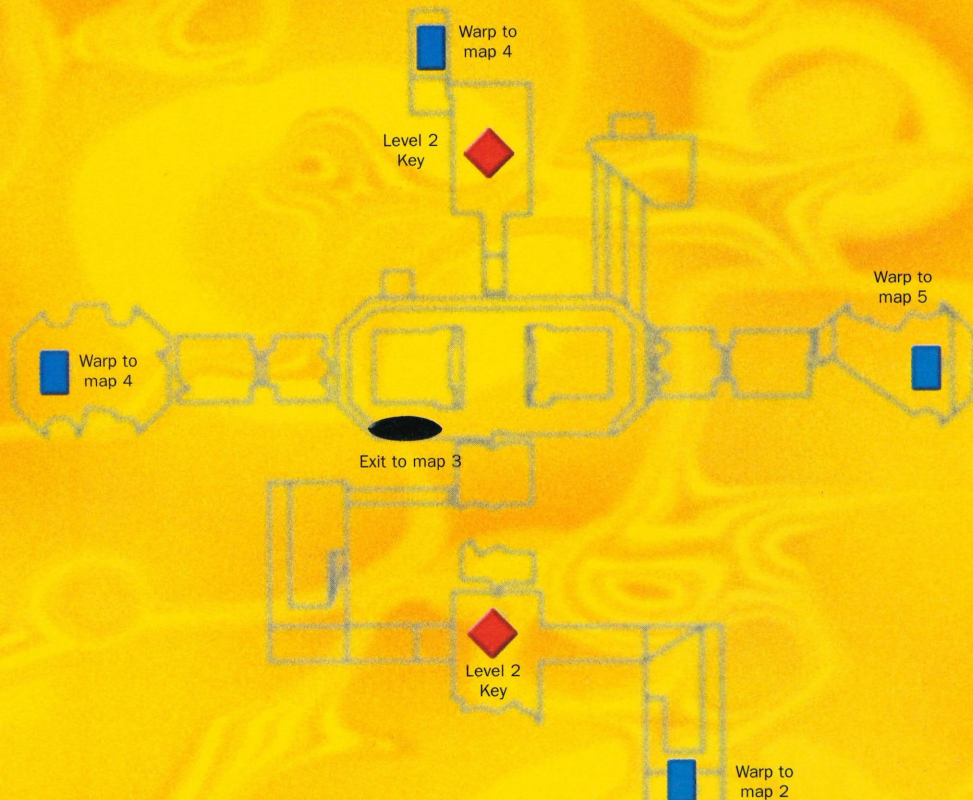
You can't make the leap across the gap to get to the cage, so you'll want to walk all the way around the edge

“Once he's been executed, continue west... As you turn the corner two raptoids will leap at you, give them the blade or bullet”



CHEATZONE ➔ Turok 2: Seeds of Evil

Map 2



► (collecting the pistol ammo clips as you go), before heading east through the doorway directly across from the way you came in. Follow the corridor up (it doesn't matter if you go left or right), picking up Blue Cross healths along the way, to a large room with four doors - one on each of the four walls - and an angry Endtrail right in the middle.

Once you've killed him, the door on the west wall will open to reveal a switch. Hitting this switch opens the cage holding the child downstairs... and it also opens the doorway directly opposite you, unleashing a Raptoid. Once he's gone, head into the alcove

“Don't waste precious ammo trying to kill the kid. We've tried it and it just doesn't work”

he came from and collect the goodies.

Then head back down to the cage. The bridges leading to the cage are now lowered and the cage is open, allowing you to enter and rescue the first child. “Thank you, Turok!” (Don't waste ammo trying to kill the kid; we've tried it and it doesn't work.)

Backtrack to the Bridge Room. There's a new Endtrail waiting for you on the ground floor, so drop down and take him out. The door on the west wall, which was previously locked

shut, is now open.

Hanging in the air at this doorway is a box of Pistol ammo. Beyond is a room with a Warp visible before you even enter. Careful, though - two Raptoids are guarding it.

After you blow them away, check behind the doors for more ammo, then head into the Warp.

You'll now find yourself outside again, in the middle of another part of the city, surrounded by dilapidated buildings, columns and rubble. Hunt through the mess for ammo and health pick-ups. You'll also find a switch that you should trip.

Just beyond the switch is an Endtrail standing on a fallen wall, hurling grenades at you. As you move to take him out, a Raptoid will join the fray. Once you've killed them all, a door will open nearby revealing three Blue Crosses.

At this point you'll probably notice a coveted Gold Cross 100-point health pick-up floating above a vertically-stacked column. Don't bother trying to hop up there from here; it won't work. But we'll get to it soon... meantime, grab the quiver of arrows floating near the locked gateway.

Walk east past the tantalizing Gold Cross toward a less pleasing sight - a

bloody human corpse, slumped against a wall. As you turn the corner to the left, you'll be set upon by a trio of Compy, vicious little scavenger dinosaurs that were feasting on someone else's remains.

Don't waste time trying to shoot these speedy little suckers with your gun. Switch to your Talon and, facing downward, sweep it around as you spin. The Compy will eventually walk right into your blade (though they'll definitely take a bit of your flesh before you get 'em).

Slicing scavengers

There's a switch near the Compy meal. Hit it and head back west, to the gateway, which is now open to reveal a corridor. Follow the golden Life Forces down this path to another gate, which will open for you automatically.

Behind the gate is a tricky Endtrail who will lob grenades at you from behind a box. If you try to circle around, he will continue to play hide-and-seek, keeping the box between the two of you and staying low. Rather than play his little game, immediately head for the ladder on your left and climb up onto the landing, where you'll find some arrows and a switch. Hit the switch to open the gate behind the clever Endtrail, then use your long-range weapon of choice (Pistol or

Tip-Xtra



Any time you see a switch in the game, you should hit it. They open doors and gates that you'll need to get through

Bow) to pick him off from above.

Jump down and head through the now-open gate, but be ready for the Raptor that comes screaming out at you. As you proceed east, you'll see a closed gate with a fire burning right near it. Continue on and find a ladder around the corner to the north. Climb up to a switch, which will open the gate you just passed, revealing a corridor. [27]

Rippin' raptors

Follow this corridor upward, killing the Raptoid who's waiting for you on an arched stone bridge. Cross the bridge and follow the Life Forces as they lead you back to the area near the Gold Cross health. You're now able to reach that Gold Cross by taking a running jump over to the vertical column. (If you miss it on the first try, circle



I'll have the
Tip-X on toast
starter and the
Turok steak for my
main course



CHEATZONE ➔ Turok 2: Seeds of Evil



Turn east to face the Raptoid who's blocking your path. After he's history, climb up the ladder on the south side to collect the Silver Crosses up there. Jump down and continue on. You'll see an open drawbridge above you, with a shotgun

“Blow up the barrels and convert this sucker from an Endtrail to just entrails”

surrounding Life Forces, then jump into the Warp.

You'll appear in a very similar-looking room, facing an arched doorway. Grab the Life Forces and head down the hall, to eventually face an Endtrail who might not yet be alerted to your presence. Take him out and be ready for a Raptoid to come up at you out of the water.

This is another boat area, but with two dry-docked ships instead of one. Head into the shallow pool to collect the red Life Force in the water. Then poke around the boxes scattered through the area to find the third distress beacon.

Ship-wreckin'

Also check behind all crates and boxes for other pick-ups.

Take out the pesky Endtrail who's firing at you from the southeast corner of the area, then head back to finish looting the place. In addition to the pick-ups you'll find on each boat, make sure to use your pistol to release the two hanging nets, which also contain some goodies. Just aim for the hooks holding the nets up.

Walk back up the ramp where you killed the Endtrail and hit the switch he was guarding. Then drop down to grab the Power Cell, which is now available from the hidden doorway you just opened. Be ready for another Endtrail to ambush you here, from the west. Kill him and take your Power Cell to the distress beacon to activate it.

Now head toward the door that last Endtrail came from, in the southwest corner of the area, to a switch. Hit it, and turn to the face the Raptor that comes screaming at you from the opening gate to the south.

Slice and dice

Continue on through this new path, destroying the barrels you'll soon see to reveal two alcoves. Out of this you'll get ammo pick-ups and a Raptoid to kill. Proceed down the path, switching weapons to your Talon, because around the next corner are more voracious Compy. Slice, dice, and continue.

As you head south up the ramp, two Raptoids and an Endtrail will come at you. Dispatch them, grab the health

around and try again - it's worth it! Wolf down those 100 health points and then head back north and east, past the spot where the Raptors came at you.

A Raptoid will be waiting for you just before the path dead-ends at a south-facing gateway and a ladder on the opposite wall (with the bottom part missing). Kill the Raptoid and be ready for the gate to open, revealing an Endtrail. Kill everyone and jump onto the rubble, so you can make a running leap onto the ladder and collect the health pick-ups you'll find at the top. Then you can hop back down and continue on.

Follow the corridor to a gate, which automatically opens at your approach, leading you into a courtyard. First take aim at the barrel that's sitting above you in the suspended platform straight ahead; ammo and health will drop down to be collected.

hanging tantalizingly out of reach in the gap.

Turn sharply to your left to enter the first Boat area, where you'll see a ship in dry-dock. There's a Raptoid hanging around the boat, and an Endtrail guarding the doorway toward the northwest. Take them both out, then you can snoop around. There are pick-ups on the boat (climb up using the ladder) and in the water, and if you blow up the barrel on the north wall, you'll be rewarded with the next Power Cell, to be used to activate the second distress beacon.

Barrel blasting


In order to get to the beacon, head to the northeast corner of this area and climb up the pile of boxes, then up the ladder to the beacon itself.

The door that the Endtrail was guarding (and which opens up after he's killed) leads to a Warp. Grab the

Map 3

Exit to map 2





I'd better tell
my chick to cut
her nails

pick-ups from the alcove, and follow the path. You'll approach the open drawbridge you saw earlier; it will obligingly lower for you, allowing you to grab the shotgun.

You'll want to immediately try out this new toy on the Endtrail who blocks the other side of the bridge. Idiotically, this guy is hiding behind three explosive barrels! Blow up the barrels and convert this sucker from an Endtrail to just entrails.

Continue south into the room the Endtrail was blocking. Here you'll find a Save Point, which you probably want to enter into and save your game. Then head back toward the bridge, hitting the switch near the Save Point along the way. Once you're on the bridge, you'll see an Endtrail below. Pick him off from the bridge, then head to the north end of the bridge and jump east, to grab the Life Forces on the stacked boxes.

Blood and water

Hop down and proceed east through the open gateways to collect the Life Forces and health pick-ups. To your right you'll be faced with a Raptor, and watch for one to sneak up behind you, too. Kill both and continue south, down a hex tube leading into a half-flooded corridor - home to a hungry Raptoid. Blow him away and watch his blood mix with the water.

Circle around to the ladder, and you'll have another Raptoid to deal with. Once he's gone, climb the ladder and hit the switch you'll find up there, which will open a doorway to the south, across the way. Jump across the gap and head down the hex tube. You'll find yourself above another caged child, with Endtrails on either side.

Jump directly onto the top of the cage and take down



CHEATZONE ➔ Turok 2: Seeds of Evil

Map 4



► the Endtrails to the east and west. Then you can drop down and walk over to the switch on the south wall, which opens the cage, allowing you to rescue Child Number Two.

Carry on killin'

Climb the ladder behind the cage to return the way you came. Jump across the gap again, and blow up the barrels for the pick-ups. Then you can enter the Warp.

Coming out of the Warp, you'll have little choice but to climb up the ladder you're immediately faced with, and enter a room containing a Level 2 Key and a Raptoid. You know what to do.

Continue south through the hex tube, which leads to an even higher spot along the wall of the Bridge



By now you should have killed enough reptiles to make those lizard-skin boots

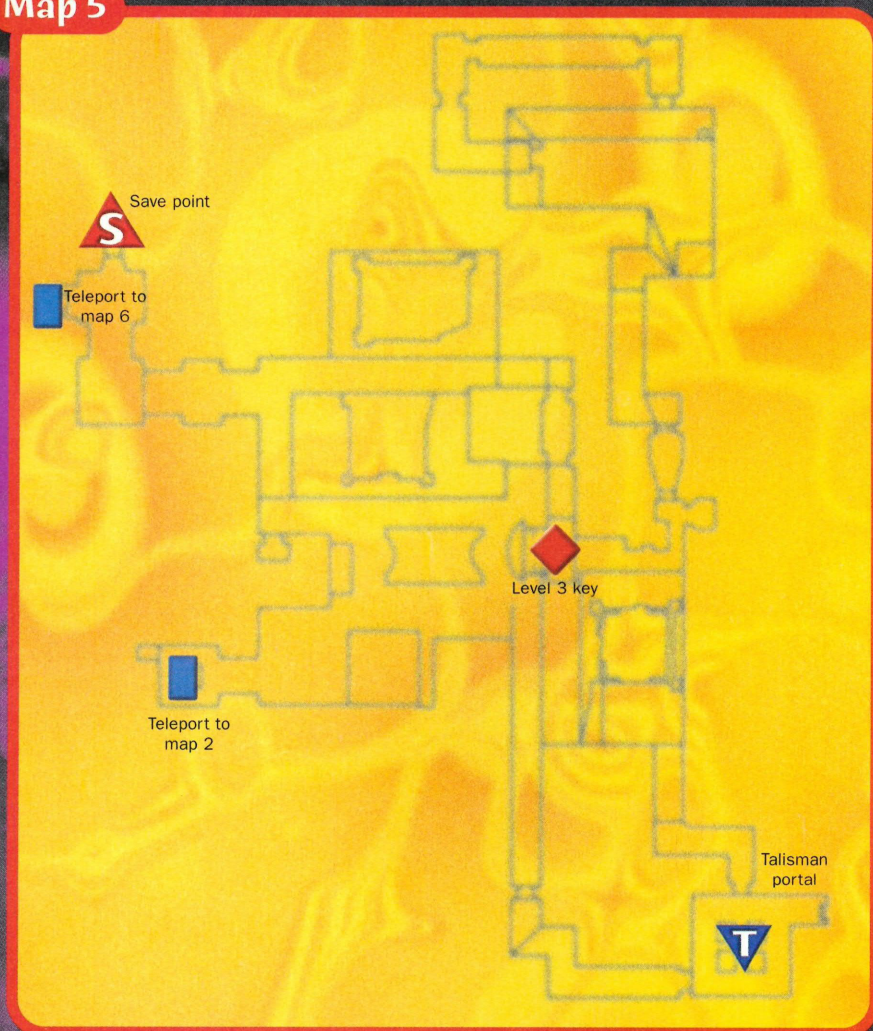
Room. Grab the explosive shells and carefully drop straight down to the catwalk below you. (If you accidentally fall to the ground floor here, you're going to have a loooooong way to go to get back to the top again!) The door to your left, which was previously locked, is now open and an Endtrail awaits you.

Dispatch the dino and walk through the open door. Check for ammo behind

the door leading to the next room; then continue east into a Warp room. Hunt around for more ammo pick-ups before entering the Warp.

The new area you find yourself in is an outdoor courtyard of sorts, with a shack, a room, a pool and even a beautiful waterfall. There are no immediate threats in the area, so explore fully, gathering up every pick-up you can find.

Map 5



When you're done, move to the southeast corner and follow the Life Force trail down a path leading south. Now you might notice a ladder on your right as you proceed, which leads to a closed gate. Now here's a really cool secret. If you shoot down all the seagulls that are circling this area, this gate will open and you'll get access to Life Forces and, most importantly, a Gold Cross ultrahealth pick-up! Plus the seagulls drop Silver Crosses when you waste them, too!

Okay, that was fun. Now continue on, heading inside and blowing away the two Endtrails stationed here.

Follow the corridor until you enter a room with what looks like a Save Point - but it's not. It's a sealed Talisman Portal. Grab the pick-ups

scattered throughout the room, hit the special switch to open the portal, and enter. Adon will explain from there. Be ready for an Endtrail to ambush you as you exit the portal.

Turok 'n roll

Continue north up the corridor. As you emerge into another courtyard, several Raptoids will jump down to challenge you. Fortunately, you're armed and they aren't. Cut 'em up, pop into the first room on the right to collect ammo. Head back out and if you look left, you'll see that you're now standing above the waterfall.

Turn east and climb the ladder to gather more pick-ups; then drop down and head northeast to get more goodies and open the switch in the

east doorway. Tripping that will open the adjacent door, opening a path down which you'll find the prized Tek Bow and plenty of exploding Tek arrows. Overcome your urge to use the new toy, and switch back to your Pistol. You'll need it against the Endtrail just beyond the Tek Bow. As you continue down the path, you'll see a high wall with an Endtrail way up top. Okay, now pull out your new toy! This is a great spot to practice using the sniper capability of the Tek Bow. (See the chapter on Weapons for details on sniping.) There's nothing quite like popping an explosive arrow into your enemy's neck from long range!

At this point you'll notice a Primagen Key and an arcing bunch of red Life

Forces above you. This is where you would use the Leap of Faith talisman, to leap across this gap and grab the key. You can't finish the game without all the Primagen Keys, so later in the game, when you get the Leap of Faith, you'll need to return to this level and use it here.

Turn the corner and head west, but be ready to snipe

Tip-Xtra



Anytime you see a switch in the game, you should hit it. They open doors and gates that you usually need to get through.

at another high-placed Endtrail. Like shooting fish in a barrel...

Continue west through the open doorway, entering a corridor leading up. You'll emerge on a stone catwalk, with a very highly-placed Endtrail firing at you from above and to the right. Snipe him and proceed down the catwalk. Then turn east and snipe another Endtrail above.

Super sniper
Once he's dead and you've collected more Tek arrows, drop down and head south, back to the open space overlooking the waterfall. To the north there will be a door that is now open. Once through you'll find a Raptoid waiting for you. Explore the room to the northwest for pick-ups, then follow the path west then south, toward some Blue Crosses. As you go to retrieve them, look down and you'll see a switch halfway down the opposite wall. Jump over to this switch and hit it, then drop down to the main courtyard level, facing the waterfall.

At this point you'll notice a Primagen Key and an arcing bunch of red Life



“There's nothing quite like popping an explosive arrow into your enemy's neck from long range”

CHEAT ZONE ➔ Turok 2: Seeds of Evil

“Put your shotgun in his face and pull the trigger”

Now the huge door behind the waterfall is open, revealing a Level 3 Key and a guard Endtrail. After you grab it, backtrack around to the spot above the waterfall, and continue past where you jumped off to trip that switch, heading west. You'll run across an Endtrail guarding a Save Point and a Warp. Do your business and go then through the Warp.

You'll emerge in an indoor corridor with a Tek Bow pick-up. Turn the corner here to face two Raptoids, then an Endtrail standing on more city

ruins. Once everyone's dead, climb up onto the rubble to collect the health pick-up, then look to the southeast for a broken ladder.

Jump from this rubble onto the ladder, and hit the switch you'll find at the top.

This opens a hidden door behind you, in the southwest corner of this area. Walk down this corridor, picking up a flashlight, health pick-ups and a



shotgun. The right wooden plank will lower for you, and a Raptoid will be there, right in your face. Put your shotgun in his face and pull the trigger, then hit the switch on the south wall to lower another plank and reveal another enemy.

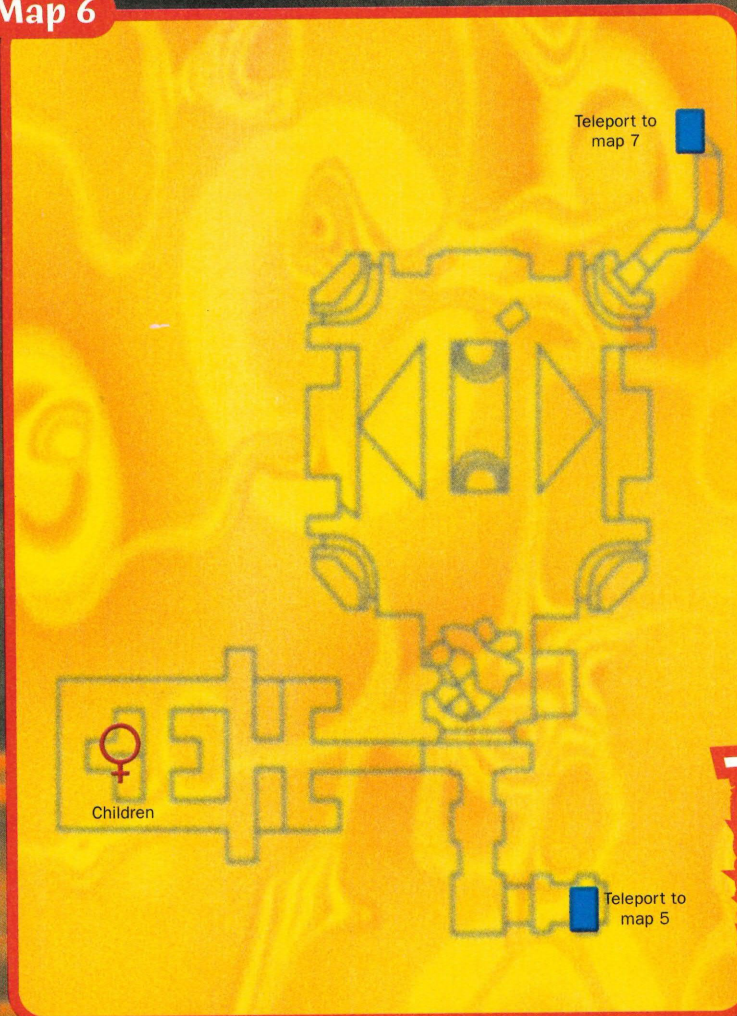
Lizard losers

This is a pattern you'll continue several times in the room; every switch you hit will lower a plank or open a door, revealing more enemies and more switches. Finally you'll gain access to the doors on the west wall, leading to a new room with kidnapped Child Number Three in a cage. There are also two of the "hide-and-seek"-type Endtrails here. Take them out - sometimes jumping right on top of the boxes they're hiding behind is the best solution - then head to the east side of the room, through the door which will open once the bad guys are killed.

Collect the goods and hit the switch, which will allow you to rescue the third child.

Now you can backtrack out of this hidden area, ending

Map 6



Tip-Xtra



The Endtrails in this section must all be killed, because their deaths trigger doors to open that you need to get through.



My bad
breath attack is
sure to kill that
damn Turok

Map 7

Teleport to
map 8



Teleport to
map 6

up outside in the rubble again. Proceed north into a large open area sporting two very impressive statues and a Life Force-rich pool between them. Grab the pick-ups, then head to the northeast corner of the area, near a modest waterfall. Hit the two switches, which will open the door behind the waterfall.

Blow 'em to bits

Enter the corridor and follow the Life Forces. You'll be dumped out onto a flaming, blown-out courtyard. Check the room for pick-ups and a switch.

TIP: Wooden crates are the same as barrels in that they will explode when shot, yielding pick-ups.

Before proceeding through the now-open door to the northwest, sneak around the narrow alley to the east for a little diversion. In this dead-end area you'll find three targets for your bow, along with some thoughtfully-placed extra arrows. Here you can practice your archery, then walk up to the

targets to check on your accuracy and even retrieve your arrows! Robin Hood, eat your heart out!

Once you've had your fill of this amusement, head back out and proceed through the north door. Follow the corridor until you come face-to-face with a Raptoid (hopefully you've changed weapons back to something fiercer than your bow by now!). Send him to Lizard Heaven and continue on, into a new area.

Exploding endtrails

Ignore the explosion and jump up on top of the rubble to grab the health pick-up. Then proceed up the stairs, to a partial house that will yield some ammo. If you look around you'll see some explosive shells on top of some rubble down below; make the jump from here and collect your ammo. Now blow up the barrel in the northwest corner. Once you do, you'll want to dispatch the squealing Raptoid that emerges from the new opening. Grab

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▶ the health pick-ups that he was rooming with, then continue east to face another barrel. This one reveals an opening containing ammo, plus there's more ammo up on top of the rubble.

Head south to another barrel, the destruction of this yields yet more ammo, plus a Life Force and health.

Circle back around and enter the ground floor of the house, collecting health pick-ups on your way to a switch.

Early execution

When you head back outside, you'll see that you just opened the door on the east wall, releasing an Endtrail who's rude enough to fire his energy weapon at you. Fire back with extreme prejudice, then proceed through the door he was guarding.

Follow the Life Forces to the drawbridge. The gate across the bridge will open to unleash three Raptoids, who will immediately charge. Gun 'em down, backing off to regroup if necessary, and continue west to another Warp.

You'll emerge in a new corridor that leads you to another courtyard. Rather than immediately following the Life Force trail, turn to the right and jump up onto the roof of the shack. From here you'll see an Endtrail below - this would be a good time to waste him - then head east and jump from the roof



to the switch you'll see below you.

Drop down and into the courtyard. Kill the two Raptoids and a Raptor and explore the area fully, grabbing all the pick-ups you can. As you proceed toward the door on the west wall, you'll have to kill a Raptor on your way to reaching two switches. Hit the one on the right first.

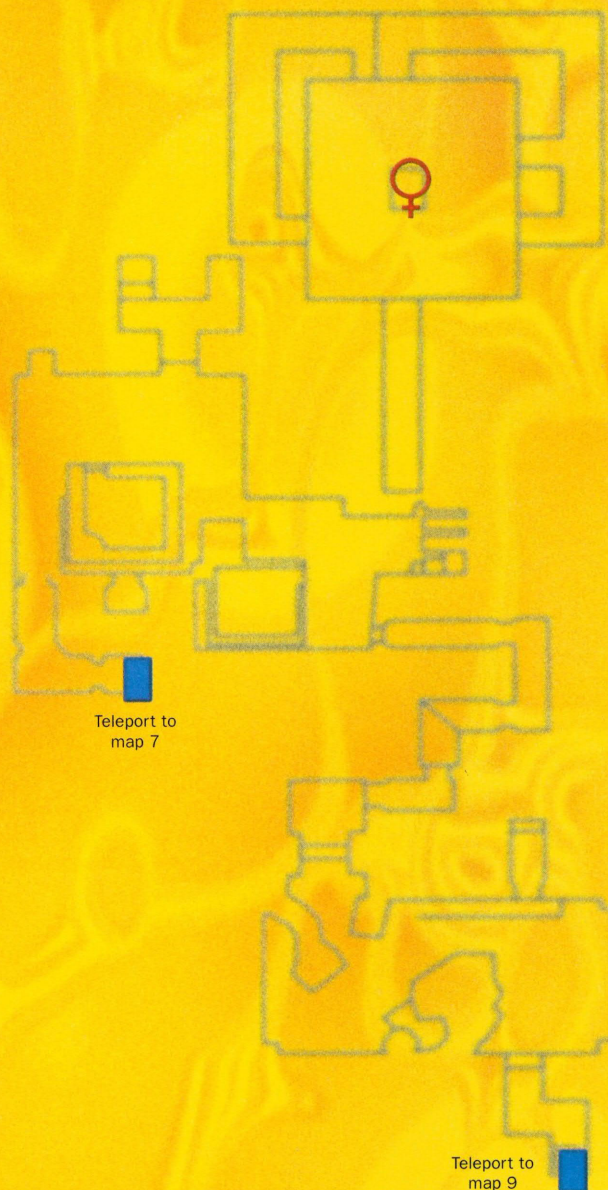
Dinos must die

The gate in this corridor will now open, revealing a Raptor who must die. As you head back out and east, you'll have two Endtrails to deal with - one on top of some boxes, and one on the ground.

Continue east, toward a door guarded by three Raptoids. Once they're dead, turn to the northwest to face a dead end with a pile of boxes. You'll need to climb all the way to the top to reach a switch. This switch opens a secret door, almost totally blocked by the boxes you just climbed.

Enter this corridor, descend at the ladder and you'll see the fourth

Map 8



kidnapped child in a cage, directly ahead. Unfortunately, she's on an "island" platform in the middle of a large, multi-level room, so there's no way to reach her from here. Instead, drop straight down to the ground and deal with the Endtrail who's waiting for you there.

After you slaughter him, a door on the west wall will open, leading you to an inclining corridor which will bring

you back to the cage room, on the next level up. Walk west along the catwalk. One of the planks will lower, allowing you to proceed west into a corridor. Kill the Endtrail who lives here, then grab the health pick-up at the end of the corridor, overlooking the cage room. Exit this corridor via the middle doorway, and turn right. The plank will drop for you, allowing you to proceed to the ladder leading up to



By now you'll know just how big these levels are. Don't give up, the end is near

“From here you’ll see an Endtrail below – this would be a good time to waste him”

the cage. (You’ll have to jump up to the ladder to start your climb.)

The cage is still locked, so you’ll need to head north into another rising corridor, which eventually leads to a switch guarded by an Endtrail. Kill the enemy, hit the switch and continue on the corridor, until you’re back in the cage room, looking down at the cage (which is now open). Jump from here down to the cage and rescue the fourth and final kid.

Drop back down to the bottom level and walk toward the Warp, which is now revealed on the east wall. At this point, all your mission objectives have been accomplished.

The Warp deposits you back in the corridor leading back out of that secret door that was almost blocked by the boxes you climbed earlier. Backtrack out into the courtyard, and proceed to the northeast corner of the area, into a new corridor.

You’ll eventually face an Endtrail

guarding a big switch, which will open the gate on the east wall. Beyond the gate are two Raptoids jumping down from rubble in another courtyard area. After making your killings, scour the area for pick-ups, then climb the ramp on the west wall.

Enter a dead-end corridor and kill the waiting Endtrail, then flip the switch, which will open a gate directly behind you. This releases another Raptoid, who happens to be guarding a Warp.

Killing is fun

The Warp takes you to a corridor leading to a wider path and an Endtrail. Take a left, hit the switch, continue along, and hit another switch to open a large gate to the east. Two Raptoids await death at your hands. After you’ve obliged them, continue into the open area.

The ladder directly ahead doesn’t reach to the ground, and it’s too high

off the ground for you to reach by jumping. But it leads to a Key, so you know there must be a way to get up there...

Head to the right and circle around the building. Shoot out the barrels in the northeast corner to reveal ammo pick-ups. Then spin around to kill the Endtrail there, and enter the building. Hit the switch, then circle around to the west face of the building, and enter the doorway there. Proceed further inside, killing the Endtrail in your way and entering what appears to be a library. Behind the bookcase is a switch, which will lower the ladder outside so you can climb.

Once you’re up top, an automatic explosion will unleash another Endtrail at you. Take him out, hit the switch in the room he was in, then retrieve the Level 2 Key on your way back down.

There is now a Warp accessible on the north wall of the courtyard; enter it.

You’ll come out in another indoor corridor. Proceed into an outdoor area, with a large gate to your right and a whole bunch of stuff to your left, including two aggressive Endtrails, one standing on a box and the other up above, on the catwalk. Pop them

Tip-Xtra



The death of some enemies can also cause doors to open, so it’s a good policy to kill every bad guy you come across.

both off, then head to the northwest corner of this area, climb the boxes and hit the switch.

This will open the gate on the east wall, leading you into another corridor. Climb the boxes first if you want the health points, then proceed into the hallway. As you walk, you’ll be attacked by two hungry Raptors, then an Endtrail and a Raptoid further on. Step into the Save Point, then continue east.

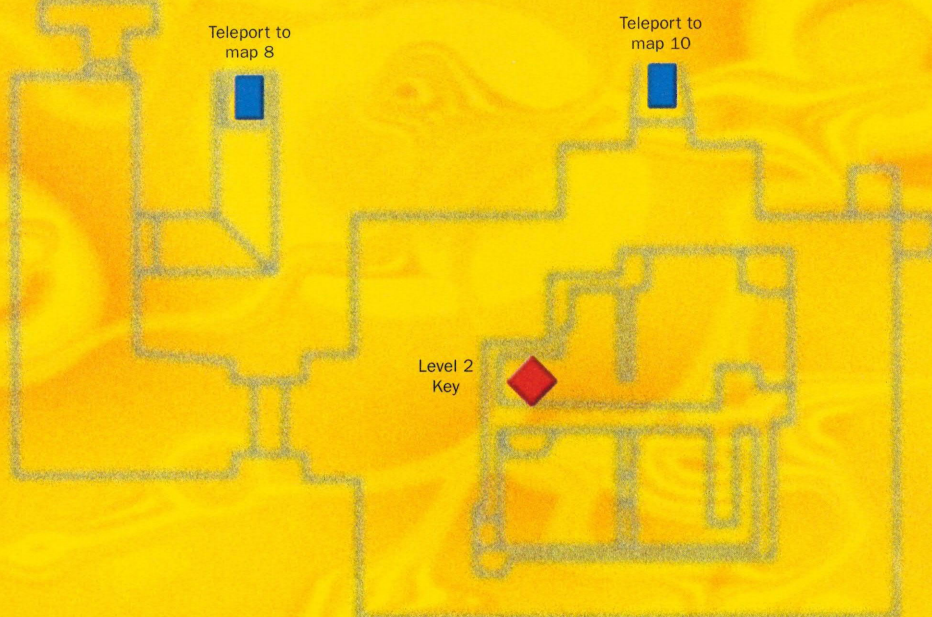
The will to kill

Grab the Tek Arrows as you go. You’ll eventually find yourself on a catwalk over a huge drop. In this area, don’t fall off the catwalk, or you will die! To the right and above, an Endtrail in an alcove will immediately begin firing at you, joined shortly by another one on the right side of the catwalk. Take them down, then head left to collect a Blue Cross as the catwalk dead-ends.

Now turn around and follow the catwalk west, picking up Life Forces as you go. The catwalk ends, so take a leap of faith at the end to land across the way. (You have to jump across - if you just walk off the end, you’ll fall to your death.)

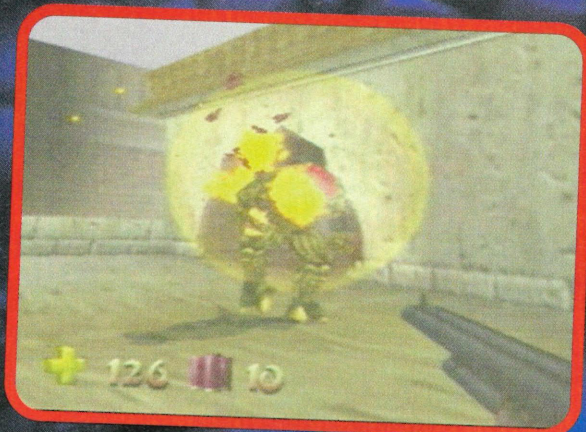
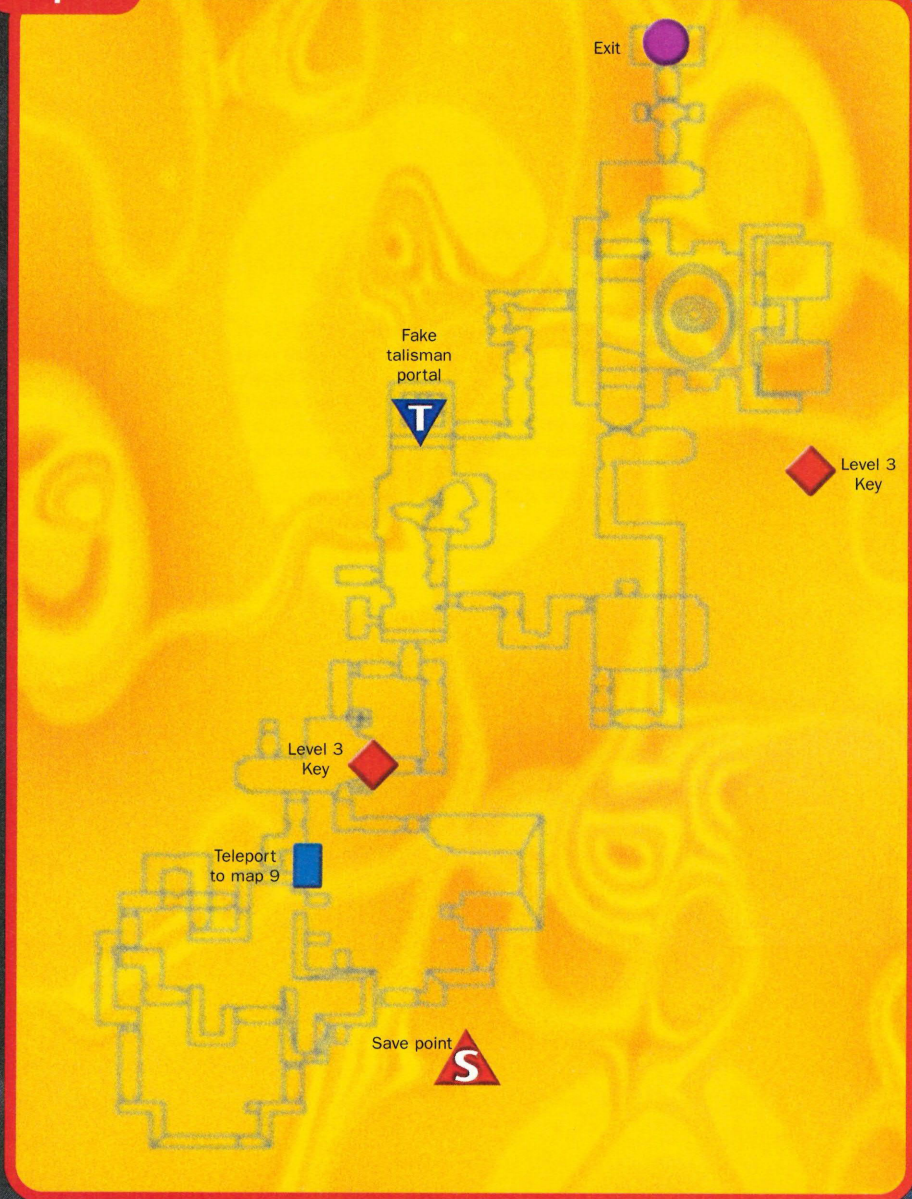
Once you land, immediately spin around and kill the Endtrail who’s waiting behind you. Then continue along the catwalk, until it leads you back inside, to a corridor heading west. Kill the Endtrail and two Raptoids here and proceed to the end,

Map 9



CHEATZONE Turok 2: Seeds of Evil

Map 10



for you to proceed.)

Once the 'trails are dead, the gate on the west wall will open. Enter and continue to follow the Life Forces along the corridors and catwalks. Endtrails will continue to harass you as you proceed. Finally you'll find yourself on another catwalk, this one over a courtyard patrolled by another Endtrail.

This guy hasn't seen you yet, so if you act quickly - before he walks out of range - you can say hello to him with a shotgun blast or Tek Arrow in the back. If not, let him walk away and you can deal with him later.

Just kill everything

Drop down to the ground floor and head to the ladder on the left wall. Up there will be a switch. Hit it and drop back down to the open area. There is

now a ladder revealed on the south wall, which leads up to a hex tube and a room with a Level 3 Key, guarded by an Endtrail. Grab the key, Life Force and ammo, then backtrack to the main courtyard again.

If your health is in bad shape at this point, head west and jump up to grab the Orange Cross health pick-up, which will restore you to 100 points of health (but no more). You'll also see a guard Endtrail above. You can kill him now or kill him later; it's your choice.

There are two barrels tucked in the northwest corner here, which will yield some health and ammo. There's more ammo tucked behind the rubble. Now head back to the ladder on the north wall and proceed down

the corridor, killing two Raptoids as you go.

You'll approach a large room with more carrion Compy feeding on dead flesh. Get your Talon out, put on your dancing shoes and do the "Compy Twist". Once they're extinct, climb the ladder on the west wall and hit the switch, which closes the drawbridge above you. Now cross the yard to the ladder on the east wall and proceed. Climb the corridor, kill the Endtrail and cross the bridge, grabbing the shotgun as you go.

The gate across the bridge will open, unleashing two Raptoids. Another Raptoid and an Endtrail will await you in the corridor beyond. Follow the path downward, grabbing the Life Forces and Tek Bow before continuing. [77]

You'll enter an open-air corridor. Follow the path and deal with a "hide-and-seek" Endtrail and then a normal "stand-and-fight" Endtrail beyond him. Blow up the barrels to reveal a nice assortment of pick-ups, then proceed into the west-leading corridor, to a dead end of three closed doors and some health pick-ups. [78]

This is actually the exit point of the level, but you'll need to do a few more things in order to get these doors open.

which is another catwalk over another huge chasm.

Across the way, there'll be an Endtrail taking potshots at you. Either snipe him with your Tek Bow, or just pop him off with your pistol or shotgun. Then climb the ladder and continue down the catwalk, but be ready for two Raptoids to ambush you as you turn the corner.

Shotgun splatter

As you continue down this catwalk, there will be more Endtrails across the gap trying to shoot you down. Kill them all and you'll be rewarded with an alcove on the south wall opening up to reveal a coveted Gold Cross!

TIP: It's always a good idea to kill

all enemies you see, if you can.

Follow the catwalk into a short, Life-Force-littered corridor, emerging on another catwalk. If you were using your Tek Bow earlier to snipe, at this point you'll want to switch to a closer-range weapon like the shotgun, because there's an Endtrail waiting right around the corner here, to your right. And there's another to your left.

Follow the catwalk left and into a south-facing corridor with more Life Forces, which leads you onto another catwalk, then to a ladder leading up. Follow the Life Forces through another corridor leading to another catwalk, and kill the Endtrails across the way. (Both of these guys must die in order



If anyone else
says I look like
Bruce Springsteen,
I'll kill you all

“Get your Talon out, put
on your dancing shoes and
do the “Compy Twist””

Aren't they dead yet?

Backtrack a bit and take the ladder on the south wall. Grab the Tek Bow and cross the arched stone bridge, toward the fountain area. [79] You'll find explosive shells and Life Forces in the fountain, and in the middle of the two ramps leading upward at the north, you'll find a shotgun and some more health. Head up either ramp and enter into the building, searching for switches. Along the way, you'll have to deal with more pesky Endtrails, but you'll also get pick-ups if you remember to blow up the crates at the foot of the beds.

On the second floor up you'll find a Level 3 Key, the final key on the level. [80]

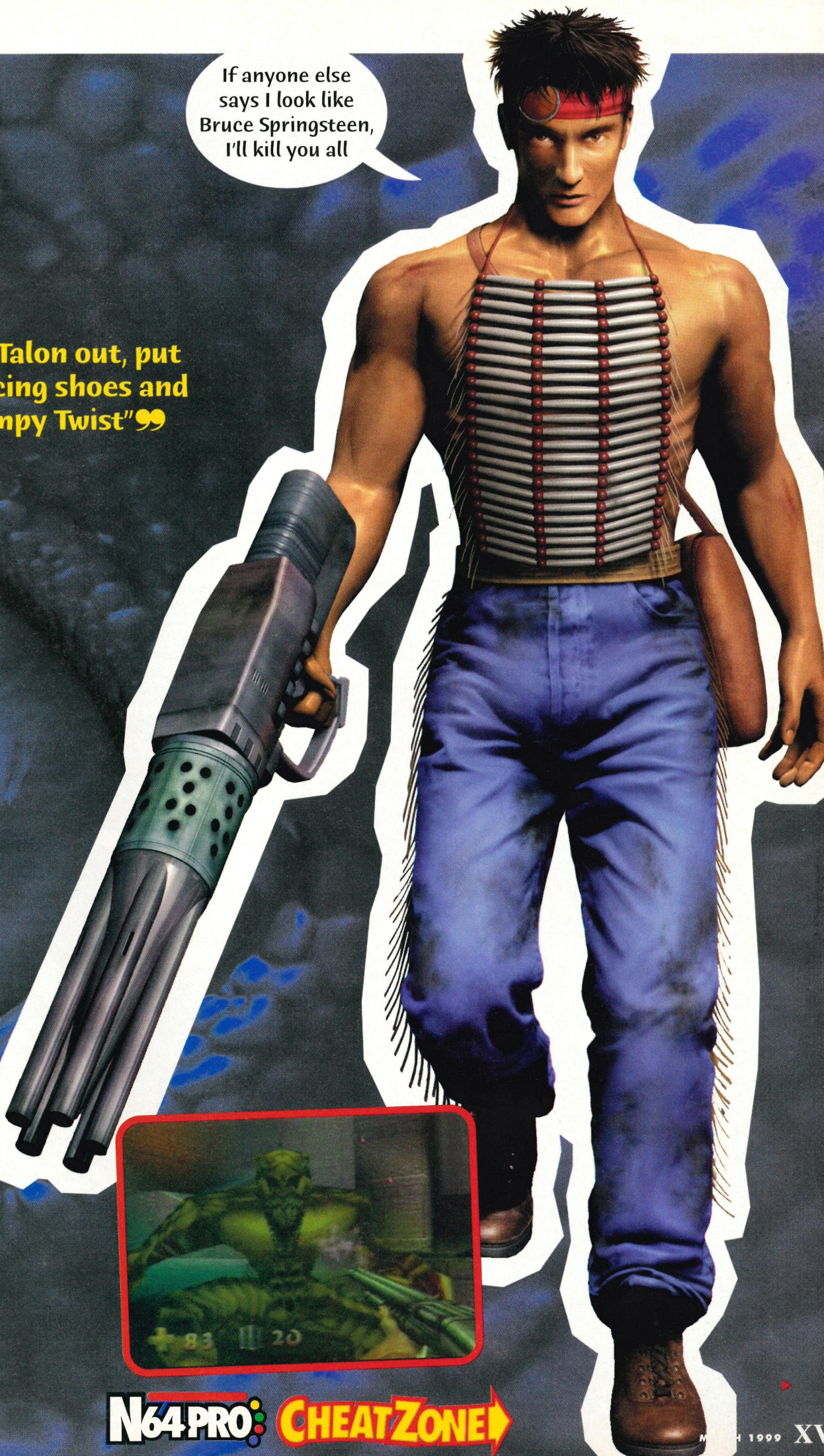
Once you've hit both switches in the building and collected the key, head back outside to the fountain area. The doors on either side of the building that were previously closed - at the bottom of the entry ramps - are now open. In both cases, you need to enter the room, kill the Endtrail, and hit the switch.

When you re-enter the fountain area, a door across the way will open, revealing an Endtrail who's probably already firing at you. [81] Cross the bridge to get to him, then follow the south corridor that he came from. Follow the Life Force path back to the spot where the Endtrail was standing on a catwalk above you (near the Orange Cross health pick-up). If you killed him earlier, this area is now clear; if not, blow him up now.

Nukem' baby

The sealed portal is a Flesh Portal, which will give you a chance to fight for the first piece of the devastating Nuke weapon. You can't get in there just yet, so jump down to the east. There are some health pick-ups you'll probably want to collect, and you'll also find the special switch that opens the Flesh Portal.

Since you have to return to this level later anyway - to retrieve the Leap of Faith talisman - you might want to wait until your return trip to Level One, when you'll be better



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so that when you emerge you're facing the fountain, across the bridges. Instead of crossing over, drop down and head west toward the

behind each. Hit both, and as you might guess, this opens the third door. There will be an Endtrail right there blocking your path. [82] Once he's history, you'll find yourself able to Warp out of the level.

That's one down, five to go...●

Tip-Xtra



Compy tend to want to stay near their meal, so if you're hurting and need to retreat, go ahead and back off. Once you move far enough away from their meal, the Compy will abandon the chase and head back to continue feeding - giving you time to regroup.

armed, to take on the beasties you'll encounter in here. But if you're feeling cocky, and have plenty of Shotgun ammo, jump in and grab that Nuke piece!

Backtrack down the north corridor,

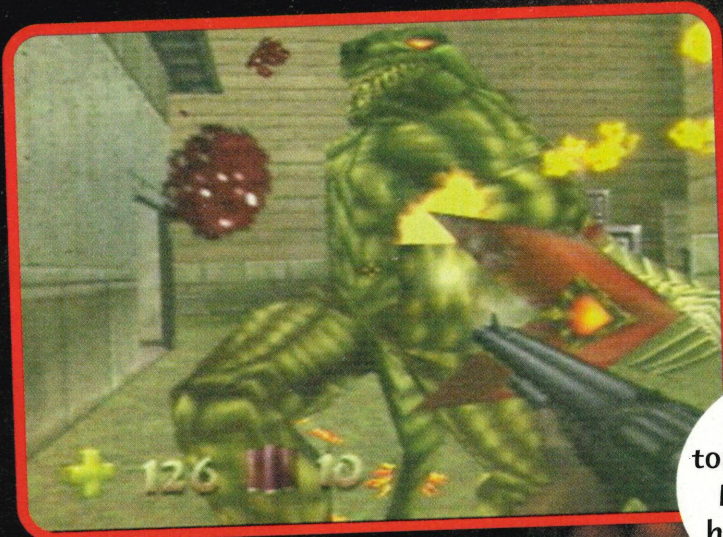
exit area.

Nearly there...

Once you're back in the cluster of three doors, you'll see that both doors are now open, and there is a switch

“Take on the beasties you'll encounter in here... if you're feeling cocky, and have plenty of shotgun ammo”

Things get even tougher next month! Make sure you're here for more dino slaughter



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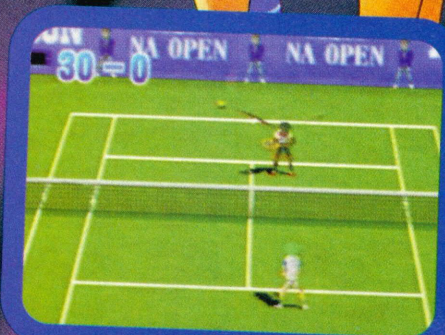
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Centre Tennis

A racquet, a ball and a hatful of options. Fault? No love - it's game, set and match to madcap action. Oh I say...



UNDERPANTS AND KNICKERS. Everyone wears 'em, but with the exception of a few mad streakers, not too many people flash them about to a crowd of thousands on a tennis court. Not at Wimbledon anyway, where everything's a bit on the posh side and the organisers would have the players decked out in top hats if they thought they could get away with it!

In Centre Court Tennis though, anything goes, and this is the reason why it's such a damn fine game.

Singles, doubles, exhibitions, tournaments and enough practice options to push even the most bog-eyed, spanner-handed duffer way on up the rankings (just ask Tim Henman!) - but that's just the tip of the iceberg. Chuck in the challenges

and other mad modes and what you've got is a game that'll have you happily swinging more than a jungle full of monkeys.

Bonking Boris

It isn't the sort of thing that'll blow your trousers off because it looks so good, but there's loads more here than first appears. Cheery German Boris Becker used to have a habit of blowing on his hands whenever his opponent was about to serve.

It doesn't really sound that much, but consider how many serves make up a game and you'll have an idea of how irritating it was. Smash Court Tennis goes much further and you can actually choose from a range of different taunts.

Whether it's a quick spin of the racquet or a loony-like dance (all with suitably annoying sound effects), a simple button tap brings it into effect and - if you use it when you've just

won a point - guarantees your opponent will be spitting nails at your success. And it's more polite than sticking up two fingers as well.

But what about the pants? Well, you'll need a memory pak for this kind of business, but it's a hell of a lot of fun. As well as using the tonnes of characters already in-built, you can choose to create your own - face, hairstyle, shirt, shoes... everything. Oh yeah, and playing abilities too! Forgot about that for a minute there, but it just goes to show how much there is to tinker with in this game.

If it's a hot looking day (or if you're just a perv), shed the gear and play in your smalls, or to scare the children in a big way, perhaps with a pair of huge, demonic wings attached to your back. There're bags of items you can add to your wardrobe simply by winning matches.

What a downer it would be if the

What do you mean you've never played Scorpion Tennis?



You'll Catch Your Death



This is my ideal game! I get the chance to wear women's clothes, and no one will judge me! Heaven sweetie!

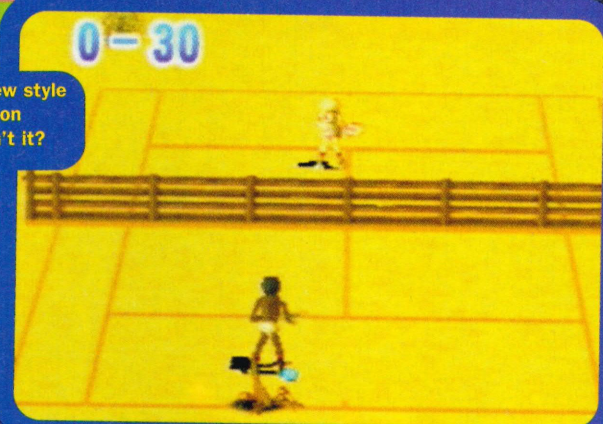


Does your bum look big in that you say? Well, technically it's not really in it is it? But no, it doesn't

Court



Do you think my new style of outfit will catch on lovey? Fetching isn't it?



gameplay didn't match the rest of the mental fun. But fortunately, it does. There're just two buttons to control and the art of winning is in the timing of the shots, as opposed to hitting the correct button.

It's easy to get started, though you'll lose more games than you win for a while, but with a few matches in the bag the technique will begin to come and that's when the real joy begins.

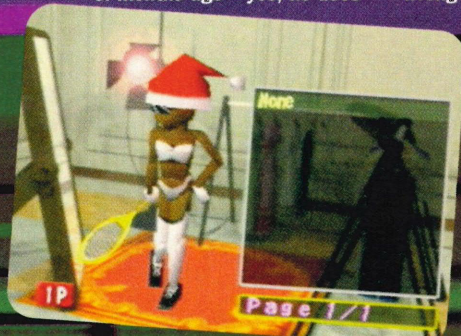
Tennis Elbow

Two-player games are always going to be the best bet on a title like this, but the computer players have switchable levels of difficulty, meaning you can always have a challenging match that you stand at least a chance of winning.

There's really nothing major to complain about at all. The only small gripe (which Noely mentioned in his review of the import version a couple of months ago - yes, he does

talk sense occasionally!) is the lack of a tour or season that would've had you coming back for months. But this is why there are so many other options available and anyway, with or without a season mode this is still easily one of the N64's very best sports games. And at just £40 it's cheaper than watching a match for real! You won't go far wrong with this. ●

“After about half an hour's play it proves so addictive you'll need to check into Centre Court rehab”



Oh, what should I wear! I'll never make it to the Pro celebrity fancy dress vicars and tarts tennis tourney at this rate!



I've cracked it! With this get up on I'm sure to win the top prize of a weekend at Centre Parcs in Skegness! Sorted!

It's Got...

90%

SOFTWARE HOUSE LEAGUE
3 pts
SOFTWARE HOUSE LEAGUE

Why...

Because it looks like a cartoon, plays like a tennis game and after about half an hour proves so addictive you'll needed to check into

Centre Court rehab, that's bloody well why! There's room for slight improvement perhaps, but this is good news, not bad. Buy it, enjoy it more than life itself, then sit back and look forward to the almost inevitable sequel. **PAUL**



Breakdown...

GRAPHICS Bright, varied courts, crisp enough to pick up the line of the ball easily **9/10**

SOUND Still sounds Japanes-y. Nothing wrong with that, but it is the PAL version **7/10**

GAMEPLAY Absolutely top. Easy to get into and gets better and better with time **9/10**

LASTABILITY This'll keep you occupied for months. Always something new to find. **9/10**

Why not try...

All Star Tennis from UBI Soft. Not out yet, but hitting the shops any time now. More realistic, but equally as good



Other Views...

LEWIS A ludicrously addictive multi player game that will entertain your mates for hours. But dull in one player

MARK Top-notch sporting action with a strip tennis mode. Great fun on your own and amazing in multi player!

STEVE Top stuff, and the fact that I can cream everyone in the office at it makes it even better!

READER REVIEW This is absolutely brilliant. Just like Super Tennis on the SNES!

- Liam Conway, Dundalk

Publisher Nintendo ● Contact 01703 653377 ● Release Date Out Now ● Max. Players 4 ● Price £39.99 ● Memory Pak Space Saves to cart

CHEAT ZONE

V-RALLY D

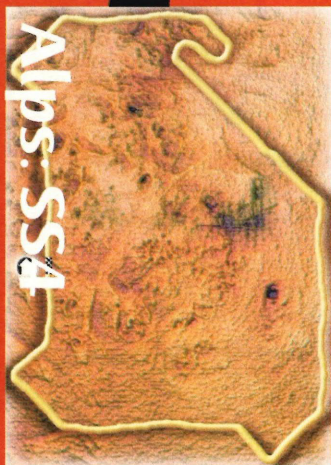
Top Secret Info

KIT CARS

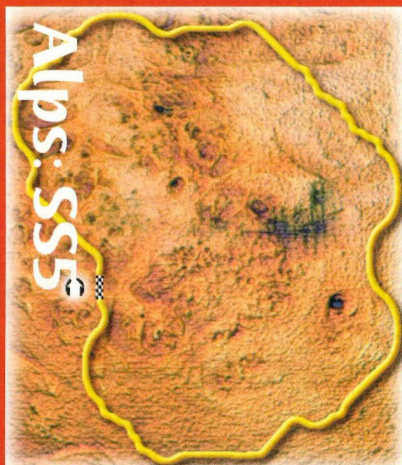
(Front-wheel drive)

THE KIT Car category was created to enable access to the various world championships by automobile manufacturers that do

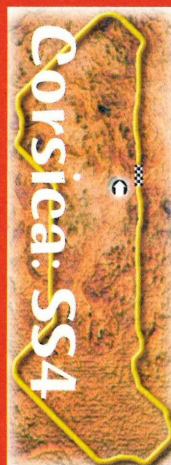
I had to race back from Infogrames to bring you this classified info



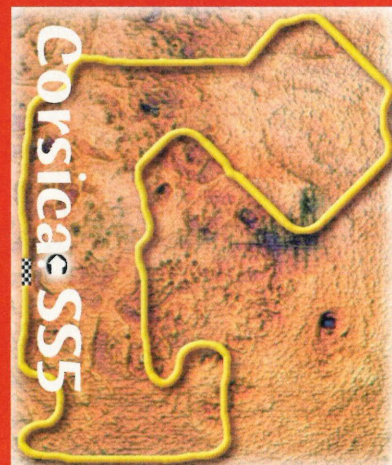
Choose hard suspension and set your oversteer to the centre. You can take most of the corners with just a gentle tap of the brake



A narrow course in terrible conditions! Hard work, even though the corners aren't too bad. Get an early lead though cos overtaking is a nightmare



You can pick up some real speed on this fast tarmac track. Just stick in the middle and avoid the walls or you'll end up spinning out!



Watch out for those corners and take it easy. Don't try to overtake on a bend as there's plenty of room on the straights. You'll need to use your brake in the village.

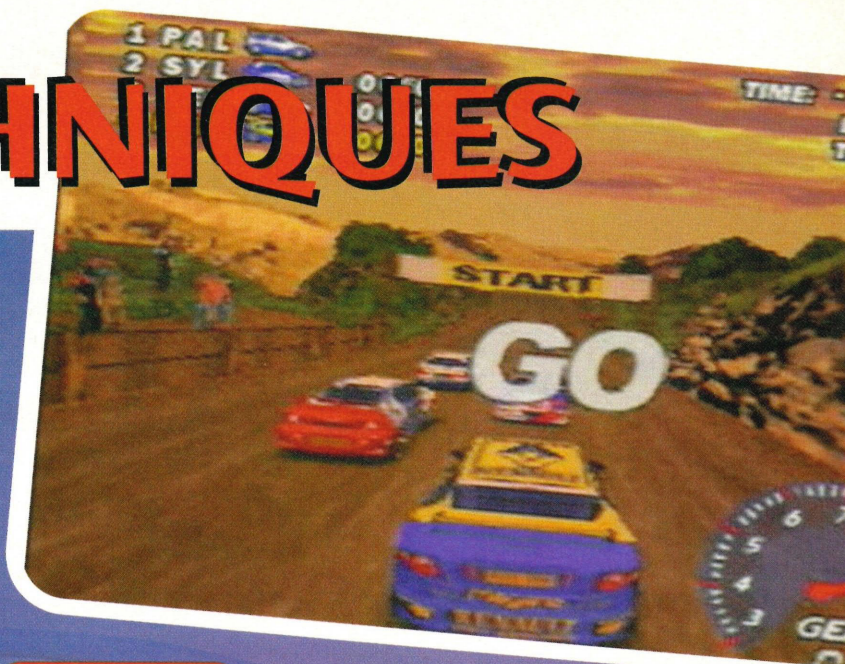
RIVING TECHNIQUES

not have four-wheel-drive cars (Peugeot, Renault, Seat, etc.). Although the size (two litres) and power of their engines are similar to the WRCs, the Kit Cars do not have turbochargers, so they cannot attain WRC performance levels.

To compensate for this

performance difference due to lower engine torque, the rules allow a lower minimum weight for this category, 960 kg compared with 1230 kg.

The Kit Cars are front-wheel-drive cars that have a tendency not to want to turn when you enter a bend at speed; this behaviour is called understeer.



WORLD RALLY CARS

(Four-wheel drive)

THE WRCs have the highest performance of current rally cars. Their technical specifications have been designed to best meet the challenges posed by the different rounds of the world rally championship. These cars, like the Kit Cars, are derived from production models but with a few mandatory features: four-wheel drive to cope with low-grip surfaces (dirt, snow, etc.), engine displacement restricted to two litres, but boosted by a turbocharger to guarantee top-level performance.

To make these cars spectacularly visually and improve their behaviour, their width has been increased to allow the installation of wider tracks (distance between the two front or back wheels). To reduce the differences between the cars in the championship and make driving skills a more important factor, the minimum weight of the WRCs has been set at 1230 kg, the turbocharger inlet flange at 32 mm and the engine power at 300 bhp, which explains why these technical data details are common to all existing WRCs.

UNDERSTEER

THIS behaviour is usually a characteristic of Kit Cars or other front-wheel-drive cars. It is a consequence of the transmission driving only the front wheels and of the weight distribution more to the front of the car. These two factors cause a loss of grip of the front wheels at high speed, so that they no longer steer the car sufficiently into the curve, generating very high inertial forces tending to make the car drift to the outside of the bend.

The inertia can be used to limit understeer, by braking to transfer the weight from the back to the front of the car and restore grip to the front wheels. The WRCs, although they have neutral behaviour, can be made to understeer by adjusting weight and power between the front and rear axes.

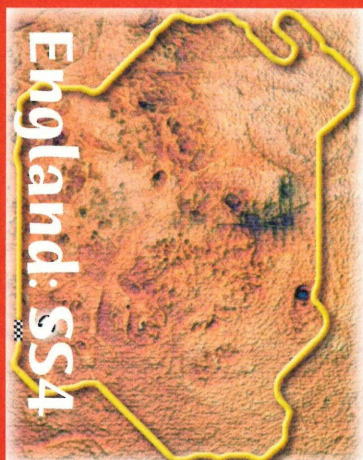
OVERSTEER

A CAR is said to oversteer when the rear tyres lose grip in a bend and cause excess drift of the back of the car, which in mild cases finds itself sideways-on to the road and more rarely in a spin. This behaviour is usually caused by rear-wheel drive or distribution of the car's weight more towards the back.

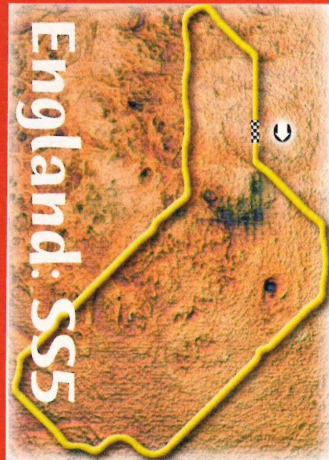
The reason for this behaviour is that at high speed, when braking on entering the bend, the weight of the

car is transferred from the back to the front, causing loss of grip by the rear wheels. To correct excess oversteer, you have to apply opposite lock (turn the steering wheel towards the outside of the bend) and control the drift of the back end of the car using the accelerator.

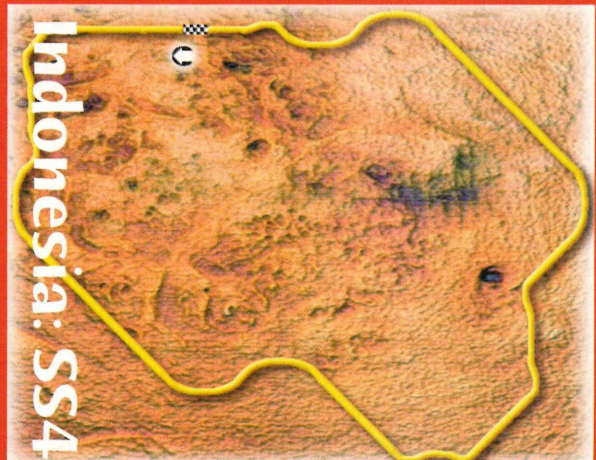
Acceleration transfers weight to the back, thus increasing the grip of the rear wheels. In contrast to the Kit Cars, the WRCs sometimes have neutral behaviour, but usually oversteer slightly.



You're up against the elements as the English weather kicks in. The roads are uneven, so try to stay in the middle of the road or you'll come a cropper!



This track's thinner than Kate Moss' breakfast. The turns aren't too bad though, so floor it and try to stay on the track



This is an easy start with hot sunny weather, wide dusty tracks and long easy bends. Stick to the centre of the track and floor it to come first

CHEAT ZONE

How to set up your car

UNDERSTANDING BRAKING

ALTHOUGH in most video games it is not always necessary to brake, braking is in practice essential in rallying, and therefore essential in V-Rally. If you don't make sure you brake properly, any attempt to negotiate a difficult bend at more than 120 km/h is doomed to result in you going off the road.

You must also be careful with sudden or hard braking, since this type of braking transfers weight suddenly from the back to the front, making the behaviour of the car more unstable (excess oversteer). To avoid excess oversteer or front wheel lock, brake in a straight line,

i.e. you turn the wheels just before entering the bend.

Although rally car brakes do not use carbon discs as in Formula 1, they are extremely powerful and can often reduce the speed significantly in a few metres, so don't hesitate to brake as late as possible before entering a bend to improve your performance.

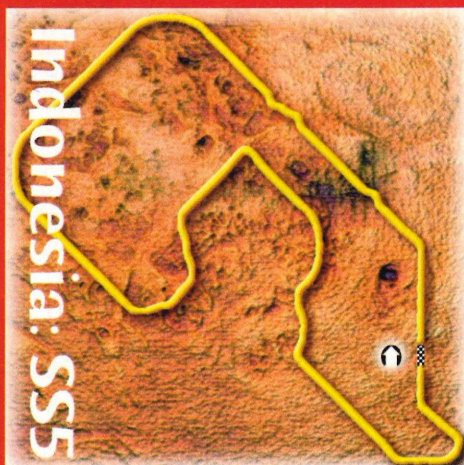
To negotiate the most difficult bends or hairpins, you can use the handbrake, which locks the back wheels and makes your car oversteer. Once your car is sideways-on, control the drift using the accelerator.

STEERING

THE control stick of the controller of your Nintendo 64 is very sensitive, and sometimes gives very lively reactions to the steering of the car. To improve the steering control, you can choose between three different sensitivity settings. There is no specific rule for the choice of the different sensitivity levels; we advise you to try the different settings and choose the one best suited to your type of driving.

TYRES

AS THE tyres are very specific to each type of road (asphalt, dirt, snow, etc.), you cannot choose your tyre type in V-Rally, because they are selected automatically to give you the best possible grip on each type of road.



It's time to test that handbrake as this course throws two chicanes your way. Slow down for the bump in the road or it'll send you flying!



The banked sides to this track can be a problem, but the long straights give you plenty of opportunity to overtake. Pick soft suspension and you're laughing!



With practice you can bomb around this course with ease. Learn how to take the bends and you can floor it. Just brake for the very last bend



OPPOSITE-LOCK SLIDE

ON A slippery road (dirt, snow) it is often much more effective to deliberately place the car sideways-on to the road in the direction of the bend to use the natural braking of this position, rather than braking on the straight before entering the bend. To place your car sideways-on more easily you have two options: set up your car to oversteer and use the handbrake, or use a technique known as the opposite-lock slide.

This technique consists in turning slightly in the opposite direction to the bend, before turning in the right direction. By changing direction rapidly, the weight of the car gains inertia and is transferred more suddenly from one side of the car to the other, instantaneously causing



excess oversteer leading to rear wheel drift, as explained in "oversteer." This technique also applies to very tight bends, and can be combined with use of the handbrake.

TYPE OF TRANSMISSION

YOU have the choice between an automatic gearbox and a manual one. The automatic transmission does not reduce performance significantly, because the gear

changes are optimised. You are advised very strongly not to use the manual transmission until you have mastered driving the cars with automatic transmission.

GEAR RATIOS

THE GEAR ratios of the gearbox must be adjusted to adapt the performance of your car to the requirements of each special stage.

The range of gear ratios can be used to adjust the balance between acceleration and top speed. If you choose close ratios (short gearbox), you reduce your top speed in favour of better acceleration.

In contrast, if you want to obtain the highest top speed (long gearbox), the accelerations will be less marked. By default, the gearbox setting provides a good balance between acceleration and top speed (medium-range box).

In a special stage that does not have any long straights, the top speed is very rarely or never attained, so it's is preferable to choose close gear ratios (short gearbox). Conversely, in a special

stage where the car often reaches its top speed, it is preferable to choose widely-spaced gear ratios (long gearbox) to get a few more km/h in these sections.

The nature of the road can also be a factor in the choice of gear ratios. On a surface with very low grip (snow or dirt), it is preferable not to favour acceleration too much, because this will only increase the wheel-slip of your car when starting and when re-accelerating coming out of bends. For these types of road, choose the medium range (medium-range gearbox) or wide range (long gearbox).



SUSPENSIONS

JUST LIKE the gearbox ratios, the suspension must be adjusted to match the performance of your car to each special stage and, more particularly, to the very different road surfaces.

Three parameters are taken into account when adjusting the shock absorbers: the ground clearance (distance between the road and the underside of the car), the travel and the stiffness of the damping. Three overall settings are available: hard, medium and soft.

The hard setting corresponds to low ground clearance, short-travel shock absorbers and hard damping. This setting is very suitable for high-grip surfaces such as asphalt with surfacing in good condition; it

provides very high stability at high speed and in bends.

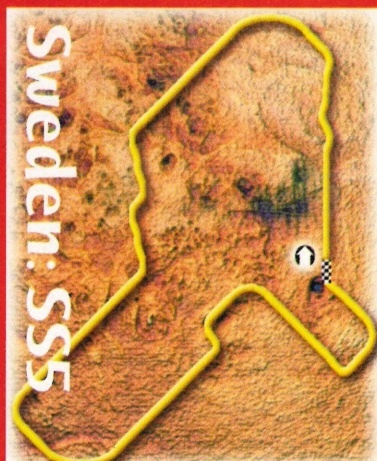
The second setting (medium) corresponds to medium ground clearance, medium-travel shock absorbers and damping half-way between soft and hard. This is the default setting and is suitable for any type of surface; if you are not looking for performance at any price, it is a good compromise.

The last option is the soft setting, corresponding to a higher ground clearance, long-travel shock absorbers and soft damping. This setting is perfect for absorbing bumps, fords and uneven road edges. However, it does not provide high stability at high speed or in bends.

Gotta run!
They'll be after me
for nicking those
secrets. See you
later



Stay in the middle and you can ton around these wide corners at a fair pace. But watch out for the deceptive last corner. Slow down or you'll crash



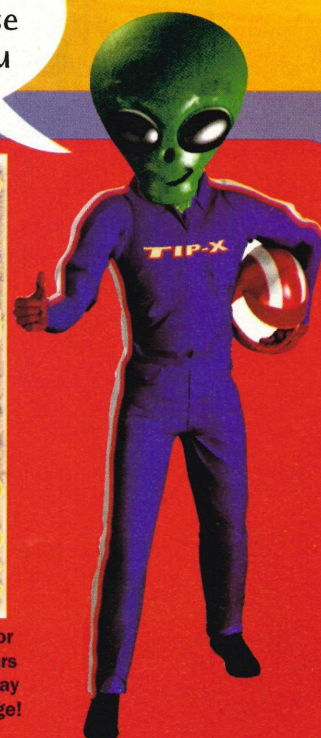
A track designed by Satan himself! A nasty combination of ice and chicanes. Keep your finger hovering over the brake, pray and practice



Keep it slow on the gravel and watch out for the bends after the bridge



Watch out for the other cars and stay away from the edge!



CHEAT ZONE Body Harve

Siberia

And now, the end is near! So pick up yer pad and get ready for the final fight with the evil Aliens!

Don't give up cos you've almost done it! Just follow my lead to finish the game

Siberia Stage 1

Alpha Command lands in a mountainous area in the bottom-left corner of the stage. There is a path from the snowy peaks down to a flat area where there is a seemingly-deserted village. In the village Adam receives a Daisy message: "I am picking up some very odd life signs in your area - I don't like this at all."

Zombies will come out of the houses and attempt to touch Adam. If they touch Adam he takes damage. Zombies cannot be destroyed with his current weapons and will always get up again.

On the right-hand edge of the level is a small rail station with a rail track that leads North into a mountain pass (blocked by rocks). There is a train standing on the tracks ready to move North, but it is not accessible. In the nearby station there is the Fat Controller:

"Ah, comrade. At last the army have sent someone! I do not understand what is happening here, but the driver of the train has not returned from that village of the damned! I cannot move the train!"

To the South of the station is the corner of a large farm that has been caught in the shield wall. In one of the fields there is a combine harvester. You can use the combine harvester to destroy the zombies - this is the only way you can destroy the zombies at this time. Zombies who are destroyed do not count towards the People Dead counter (phew).

One of the houses in the village belongs to the Train Driver (who has been zombified). You can search the house for the train keys. Some clues as to the location of the Train Driver's house are scattered through the other houses in the village.

Once the train keys have been found: Fat Controller: "You have the keys! But how do you intend to clear the blockage on the track to Zagdansk?"

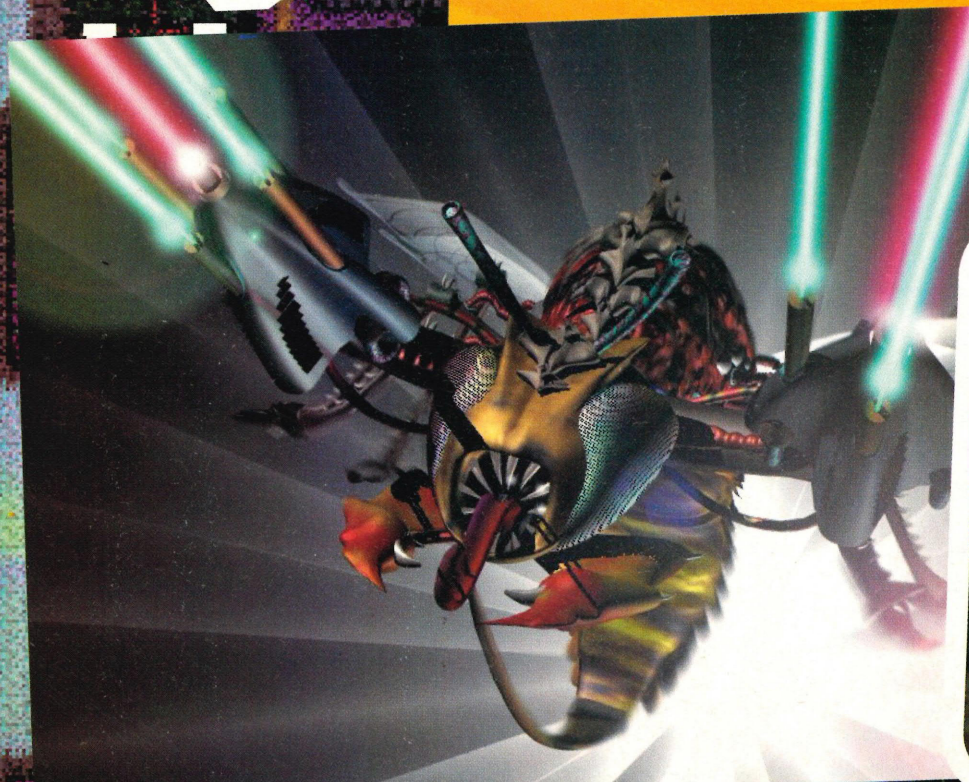


You must drive the train at full speed into the blockage to destroy it. There is no other path up into the mountains!

The train track north involves a slow climb up a shallow hill into the mountaintops, during which a number of aliens will beam down on either side of the train and attack it. You should destroy these. Coming down from the mountaintops you'll be forced to ram a number of large aliens blocking the train's path.

Beyond the mountain range is a small village where a harvesting wave is triggered by the train passing. You should leave the train to prevent the harvesting otherwise you'll lose some people.

At the north-east corner of the map the train will come to a stop near a chemical factory. There is another set of train tracks heading West. On the Westerly track there is a train with a chemical container but Adam cannot enter it.



st Guide - the final battle

Inside one of the chemical buildings is a scientist, a boffin type. Boffin: "My life's work - ruined! My gas was supposed to help people - not turn them into zombies. It was that stranger's fault..." (some journals scattered about - '14th July: formula unsuccessful - but a dark stranger gave me an idea. Funny-looking chemist though...', etc.

On talking to the scientist or leaving the area a cut scene is triggered of Black Adam jumping into the West-bound train and pulling out of the

station. Daisy: "This is bad, Adam! That guy has stolen a trainload of Zombski gas and is heading towards a town at full speed!"

In order to stop the train you must use a nearby tank to chase the train and destroy it before it hits the Western shield wall and explodes (which will turn all of the villagers in the town into zombies and add them to the dead counter). The tank cannot move as quickly as the train on the train tracks, and there should be regular barriers at each side of the rail track to force you to move from side to side.

At the shield wall is a small army base outpost containing a Military Guy: "Thank you comrade! You are a true hero! Here, take the keys to my hovercraft". Or, "This is a tragedy! So many falling at the hands of our enemies. Here, take the keys to my hovercraft to exact vengeance!" You leave the building in a hovercraft.

There are some aliens in the water on the way to the Processor. Some icebergs to be avoided too. You can only exit the stage using the hovercraft once the Processor has been destroyed.

Siberia Stage 2

Adam enters the stage at the North-east corner. There are icebergs and aliens scattered about. There is a narrowing of the walls of the river valley and

an iceberg has become wedged between them. Adam cannot pass this obstacle yet.

On the South edge of the valley is a small inlet where you can land the hovercraft and wander down to a small village. The village is attacked as Adam approaches. In or around the village Adam can find some reference to a Research Facility to the South.

There is a steep path to the South that leads to a research base high in the mountains. You should investigate the research base and find a heat gun, mutant half-alien bloke, and references to some sort of ice alien. As Adam is wandering about the base, there will be an

earthquake and the ice alien will appear.

The ice alien can only be damaged by the heat gun. The ice alien will prevent your from escaping easily and force Adam to escape down a nearby ice gully (in a hovercraft). From here the alien will chase the hovercraft to the base of the mountains where it will block the shore from Adam.

Once the ice alien is killed you can remove the iceberg blocking the river valley and

continue down it. The river valley broadens out into a lake and in the lake are a couple of pumping stations which lead Northwards out of the lake. Adam can only land his boat on the South shore or on the pumping houses (which are for the Nuclear Reactor).

A harvesting wave to the South of the lake needs sorting out before taking a winding road leading to the reactor. A fork to the left before the reactor leads to a polluted river and a pump house that is a secret way into the reactor area. To the right is the main entrance to the reactor area. There are many aliens swarming around here.

Daisy sends a message: "Something is wrong at the power station to the North. I think you had better investigate."

Inside the power station is an Operator: "Oh no! Someone has set the valves in each pumping station to full flow! There is no time to stop the water build-up from each pumping station!"

Once the player is told of the problem, a timer appears at the top-left of the screen and begins counting down. Once the timer reaches 0:00 the reactor will explode destroying everything in the level (including you!).

Near the reactor is a bulldozer that can destroy buildings on impact. You should use this to destroy all of the pump houses leading to the lake (any

Hey! Stop playing games and come play with me



▶ method can be used to destroy the pump houses).. Once the pump houses are destroyed, Daisy sends a message: "There is still a problem, Adam. There is a huge build-up of energy inside the Reactor! You'd better check it out!"

Inside the Reactor - Scientist guy dying: "Ugh, how could someone ugh do it? He shot me and set the reactor to overload. What kind of inhuman monster..." The light inside the building is flashing red on and off.

From this room Adam can enter a decontamination room where he can 'clean' himself and regain health. If he walks into the next room, his health will start to decrease: this is the main reactor room. In this room a sequence of levers must be pulled in the correct order to prevent the reactor from being destroyed. Adam can keep going back to the decontamination room to regain health. The timer is always ticking down - and the front door is locked until the

reactor is fixed.

Once the Reactor is back on-line, a jump jet becomes available on the runway behind the Reactor.

Adam attacks the Processor using the jump jet.

Siberia Stage 3

Adam enters the stage in a jump jet. The stage is very small and consists almost entirely of a large lake with a number of oilrigs in it.

A harvesting wave will appear in the small village to the bottom-right of the stage. In the village is the Base Commander who tells Adam that a pilot is required to rescue the people on the oilrigs in the lake. "I need a

pilot to rescue my men! The aliens are attacking the rigs at their foundations in the lake!" In order to succeed in this mission you must take the Chinook helicopter and land it on the helipad on each oilrig where seven people will climb aboard.

A message will appear after each load telling Adam to return to the base to unload. Each load of people will be harder than the last and if all the wells have not been unloaded after two minutes or so they will detonate killing anyone left on-board.

Once the player returns to the base with the last load or the timer runs out, a cut scene will show the oil rigs exploding. You



Alien Comet

ON ENTERING the Alien level, Adam will have to fight through various waves of alien nastiness in a simple on-the-rails fashion. Periodic messages from a bogus Daisy will appear, luring Adam towards a trap set by Black Adam.

Trap 1

This is a simple arena whose exits are blocked by electric gates as soon

as Adam enters it. It contains a number of unpleasant aliens whom Adam must kill in order to escape the arena. Note that only Black Adam's underlings are present, not Black Adam himself. Upon breaking out of the trap, Black Adam sends a message to Adam to the effect of:

'You may have defeated my Alien brothers, but you'll find me a tougher nut to crack. I still have the girl, and





can return to the base commander: "The aliens have overrun the lake. We intended to destroy them using the new Aqua-tank, but no-one is foolish enough to take the tank into the lake."

If you accept the commander's mission then you can drive the Aqua-tank through the lake and kill lots of aliens and use it to destroy the Processor.

Siberia Stage 4

The player enters the Siberia stage from the West. Lots of nasty aliens appear. There is an APC to the South that can make things easier if you can



find it. HW1 lands at the village to the East.

In the North of the village is a Radio building, containing the Radio Ham. He can't get a message through the shield walls, but directs Adam to the military base to the North.

In the Base, the Commander tells Adam that he must retrieve an armed missile from the West, an area infested with aliens. He has a tank and driver waiting for Adam outside. The Scud cannot be driven so Adam must clear the area of aliens before going back with a Chinook and retrieving the missile.

Adam enters the tank, and is driven to the other base. On the way many evil aliens attack Adam. The tank runs out

of fuel just as it reaches the base and must be abandoned. There is a Harrier there to take Adam back to the Base.

Back at the Base, Adam is told to take the Chinook and retrieve the missile. Once he has it, it must be placed in a fenced-off area in the Base. Too many knocks and the missile explodes, destroying your helicopter. If you manages to place it, the Commander

will tell you to see the Radio Ham as all power has been lost.

Back at the Radio Ham's house, he says something is draining his power. You investigate and finds two Blobs sucking power from the generators. Kill these and return to the Ham's house. The Ham sends Adam back to the Army Base to fire the missile.

The Military Scientist give you the code and tell you to fire the missile at the Radio Building in

Vadensk (NW of map).

Black Adam radios Adam, threatening him. Lots of hard aliens appear in the Base. After destroying the aliens the Processor beams down and you must destroy it.

You must now hurry back to stage one and destroy the aliens which are attacking Alpha Command before they destroy it. If they succeed, Adam is killed and the game ends. If you succeed he enters Alpha Command and finds a message from Daisy telling him to fight on.

Adam heads into Stage 5, kills the Generator, and finally kills the Boss before being transported to the Alien world.



In 30 minutes my brothers will destroy your miserable planet! Suit you sir?!

Trap 2

After being given information by Alpha command's automated sensors, Adam is told that one human and one semi-human lifeform have been detected.

Entering another larger arena, Adam has to fight a Black Adam controlled vehicle. Although the vehicle seems to be destroyed in the combat, Black Adam will return at the end of the level in the guise of the BIG BOSS.

Once Black Adam is defeated here, Adam can rescue Daisy who is being held prisoner in a nearby building (unlocked only when BA is defeated). She gives Adam information about needing to knock out the main engines, in order to get through the electric gate that protects the Green Brain's lair.

Adam also gets a big energy power-up, and Daisy recalibrates his bazooka weapon so that he can destroy the engine baffles with it.

Kill 4 Engines

These are destroyed by shooting the energy baffles. The big flame effect will shut down to show the engines being deactivated. Here you're forced out of your vehicle on foot. Once all four are shut down, the electric gate to the Green Brain's lair will open.

Green Brain Arena

Here Adam meets the Brain's guardian. The Scorpion King. But don't go starting to believe that this is the final boss. Once destroyed, Adam can enter the GB's building.

Green Brain

Adam has his little chat with GB and kills him. You then get punted out of the building and a timer starts to countdown to the destruction of the planet. But the mini-tank cannot transform into flying mode until the



final boss is destroyed. This is Black Adam's final appearance, in the form of the BIG BOSS.

Once the BIG BOSS is defeated, the mini-tank can transform back into flying mode, powering off the asteroid. Congratulations, you've saved the world and finished the game, now sit back and enjoy the credits...

That's Body Harvest done and dusted. Gotta go, so see you next game!



CHEATZONE Silicon

Shepherds may watch their flock by night. But I was busy stealing all this secret info from the DMA Design office. I tell you, there're things hiding in that office that no alien should see!

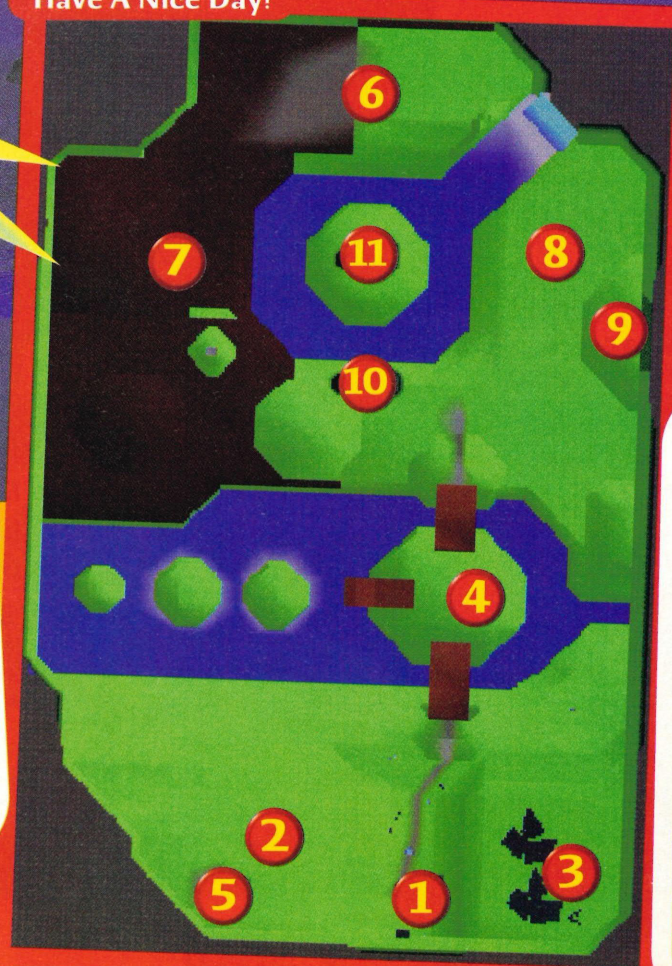
Steal sheep, destroy dogs and beware the evil bunnies! Our home continent has been twisted beyond belief in this weird game

Europe

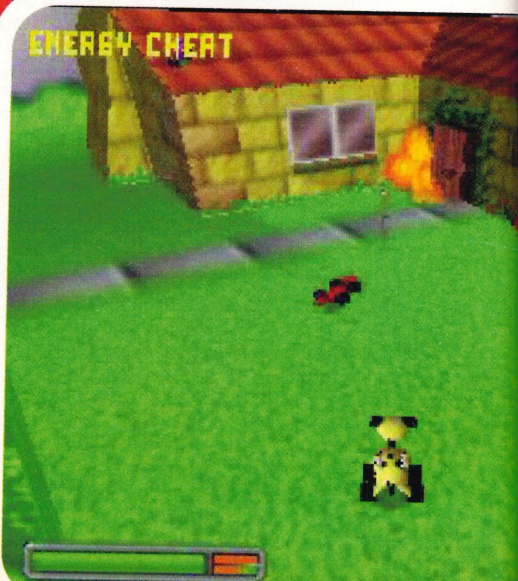
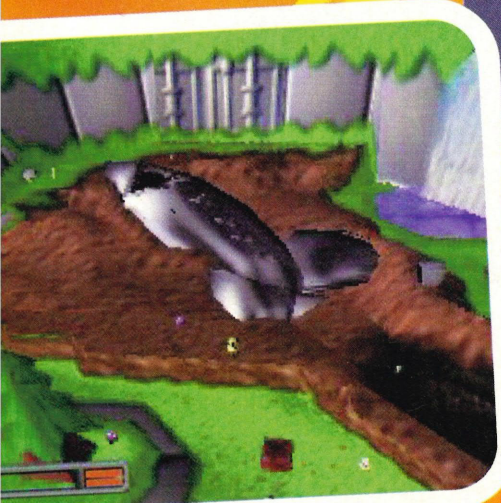
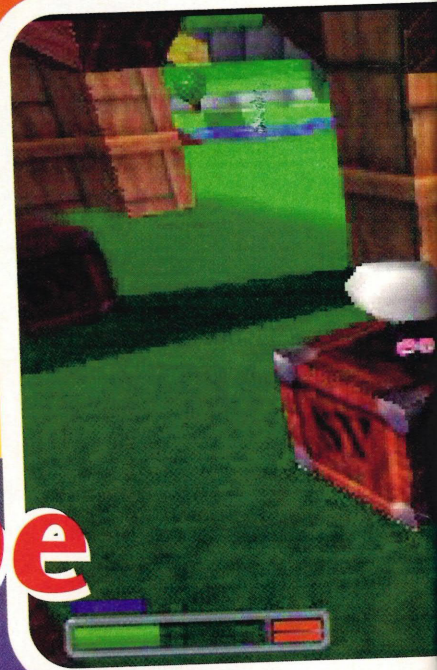
Have A Nice Day!

- ◆ Herd all the sheep into the pen and secure them with the electric fence
- ◆ Locate and become the wheeled mouse

Have A Nice Day!



- 1 - You start the level here as the dog
- There are sheep at points 2, 3, and 4. They are afraid of the dog, so chase them into the pen at point 5. The switch will activate the fence to secure them there, but remember to turn it off to let more in!
- Did you pay attention to the sheep at point 4? It showed you how to get the bonus balls on the islands. Jump into the pen and kill a sheep, then become it. Go to point 4 and float-jump across to the middle island and then the last, collecting bonus balls as you go.
- The sign near point 4 warns that there is a dog on the loose, so you'll need to get rid of your sheep. Return to the pen and become the dog again.
- There are more bonus balls at



Valley Guide

CRACKED OPEN

Honeymoon Lagoon

- ◆ Activate the necessary switches to turn on the big machine
- ◆ Activate the switches to turn off the electric fence
- ◆ Find, kill and become a sheep (something warm and cuddly)

point 6. Collect them by first jumping from platform to platform until you have reached the top. At this point, the platforms beneath you will rise up. Jump up these, collecting bonus balls as you go.

- To complete your second mission, go to the kennel at point 7. You will find the mouse inside. Become it.
- To get the souvenir on this level, go to the racing line outside the kennel at point 8. The dog with wheels will challenge you to a race. Stay close to the edge of the lake and use your speed boost, but try and stay out the water! If you win, the souvenir will appear at point 9
- Now you have completed the mission and got the souvenir, you can go to the teleporter. Use the ramp at 10 to jump across the water to the teleporter at point 11, but make sure you get enough speed to get across there!

- You start as the mouse at point 1.
- Use the jump at point 2 to get onto the platform with the big machine
- There are three switches around the base of the machine at point 3. Activate each one.
- The floor switches around the edge of the platform have to be activated together, but they turn off after a short while, so race over each one as quickly as possible.
- The hill at point 4 is very steep. You'll need to use your boost to get up, and stop to rest at the platforms on the way.
- You should find three sheep wandering around point 5. Kill one and take it over.
- You may have flown through some of the blue bonus rings throughout the level. If you missed any, go back and jump through them. The last two will lead you



Honeymoon Lagoon

- to the end teleporter, but don't go there just yet!
- Once you have hit the last ring, the souvenir will appear next to the bonus balls hidden in the cave at point 6. Grab them.

- Finally, go back to the top and float across to the teleporter at point 7.

CHEAT ZONE

Silicon Valley Europe

Battery Farm

- ◆ **Activate the switch to raise the bridge sections**
- ◆ **Water the carrots to make them grow**
- ◆ **Find and activate the switch to turn off the electric fence**

- You start at point one as the mouse. Climb the first hill and use the ramped edges of the hills to jump from one to the other.
- Use the ramp at point 2 to jump into the pen and kill a sheep.
- Use the sheep to jump across and hit the switch at point 3. The farmyard dog is on the loose here, so return to collect your mouse from the pen.
- The dog is following a path through

- the barn, and he'll leave the mouse alone, provided you don't attack him. You'll still need to get rid of him, though. Inside the barn, there is a switch which will cause a ball of hay to start rising and falling. If you time it right, you can squish him.
- Carry on through the barn to point 4. You'll see three small carrots in the ground. If you press the switch in front of them, they'll get a little water and they'll grow a little. Repeat this until you get a message telling you that you've completed your first mission.
- Now you need to get to the switch at 5. Use the dog to kill the sheep near there and become it. The sheep can't jump directly across, but you can use the carrots you just

grew as stepping stones. Jump from one to the other, then make your way round to point 5 and hit the switch, to complete your second mission.



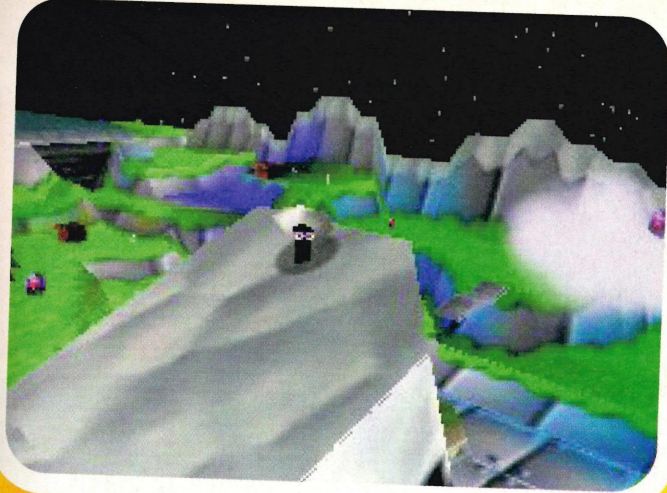
- The dog house is at point 6, but the foxes are guarding it. Take the dog and use your rockets to kill them from a distance.
- Still as the dog (only the dog can gain access to the dog house) enter the house and step on the switch to de-activate the electric fence and complete your third mission.
- Wait! You've still got bonus balls and a souvenir to collect! Use the dog to kill the remaining animals on the level and make the souvenir appear.
- To collect the souvenir, you'll need to be a sheep. Jump on to the hedge outside the house, then across on to the roof of the dog house. From here, you'll need to make a long float-jump across to the roof of the house. Drop down the chimney to collect the souvenir.
- There are bonus balls hidden down the side of the house, and in an alcove at point 7.
- There are also bonus balls upstairs in the barn and on the barn roof. To

get these, use the sheep to jump onto the bale of hay you used to kill the dog when it is moving. It will carry you up, where you will find the bonus balls. You can jump out the hatch and float to the left or right. There is a bonus ball to either side.

● To get the really hidden bonus balls, get back up on to the roof of the house like you did before, but don't jump down the chimney. Instead, jump across to the high ground at point 8. From there, collect the bonus ball and jump across to the tap at 9. When you press this, the hose will water the field at point 10, water the bonus ball plants. When they burst open, collect the bonus balls.

Battery Farm





Rocky Hard Place

- ◆ **Activate the switch to turn on the asteroid chunks**
- ◆ **Kill and become a sheep on a spring.**

- You start at point 1 as the driving fox.
- You need to turn off the electric fence that surrounds the sheep on springs, so use the ramp at point 2 to jump across to the switch at point 3
- The fence de-activates when you step on the switch, but it goes back on when you get off. What could you use to keep the switch pressed? How about a sheep? Kill one with the fox's tail attack. You can get him on to the switch by jumping back and forth between him and the fox while moving towards the switch. Leave the dead sheep on the switch.
- Now you need to get the fox round to kill the sheep on springs. Those asteroid chunks look useful, so kill another sheep and become it. Move round to point 4 and jump across. Jump from island to island (collecting the bonus balls as you go) until you get to the switch at point 5.
- Make your way through the asteroid chunks (carefully!). The sheep can't get across the

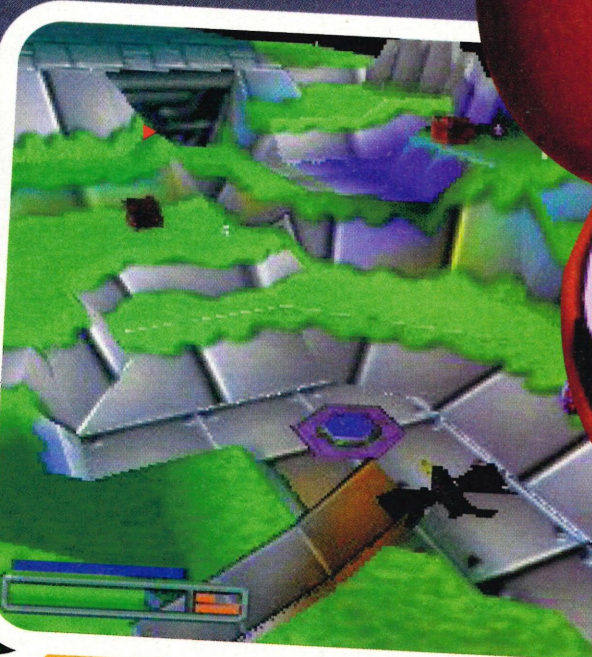
bridge as the pieces fall too quickly, so he'll have to jump across to point 6, collect the bonus balls, then across to point 7. Through the tunnel there is a lift to take you back up to the top. Go back to where you left the fox.

- You should see two large floating asteroid chunks at point 8. Use the fox teleport move to get on them, then across to the other side and up to the top of the ramp, at point 9. Speed across and slide down the slope to the springy sheep. Kill one.
- Before you become the sheep on a spring, now is a good time to get that souvenir. Did you notice that big block before? Now it's moving. Using the fox, climb to the top of the ramp at point 10. You should be able to get on top of the block by using the fox's teleport.
- From here, things get really tricky. Teleport across to the platform with the dead fox on it at point 11 and quickly jump into the other fox. Now teleport across to the big switch. The gravity will be turned off.



Rocky Hard Place

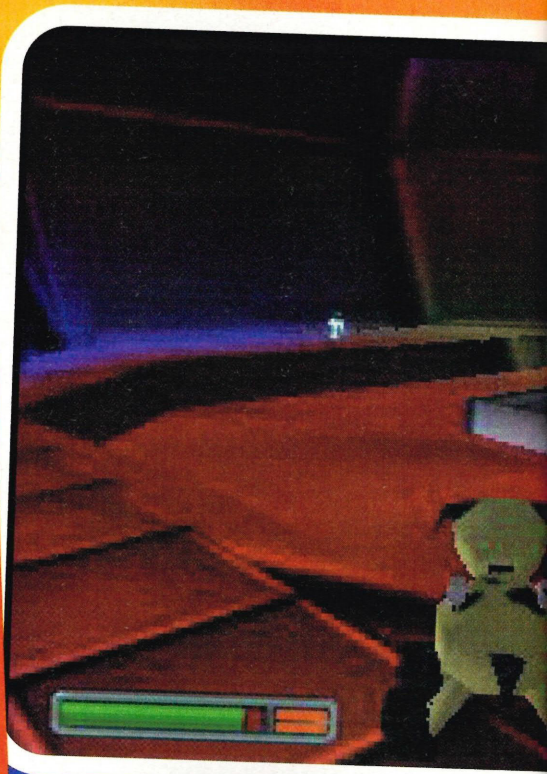
- Now become the springy sheep. Jump around to point 12. Jump up the steps and across to the island where the teleporter awaits. You might notice the souvenir.
- Jump up on to the teleporter platform, but don't step on the teleporter. Instead, jump across to the souvenir.
- Jump back to the teleporter to complete the level.



Silicon Valley Europe



Fat Bear Mountain



Fat Bear Mountain

- ◆ Kill the angry dog and the fat bear.
- ◆ Activate the switch that will fill the sheep dip pool
- You start at point 1 as the mouse
- You'll need some help killing that angry dog. Dogs and rams are

guaranteed to fight each other, and there's a ram at point 2. Go there and, as soon as you see the ram, get moving.

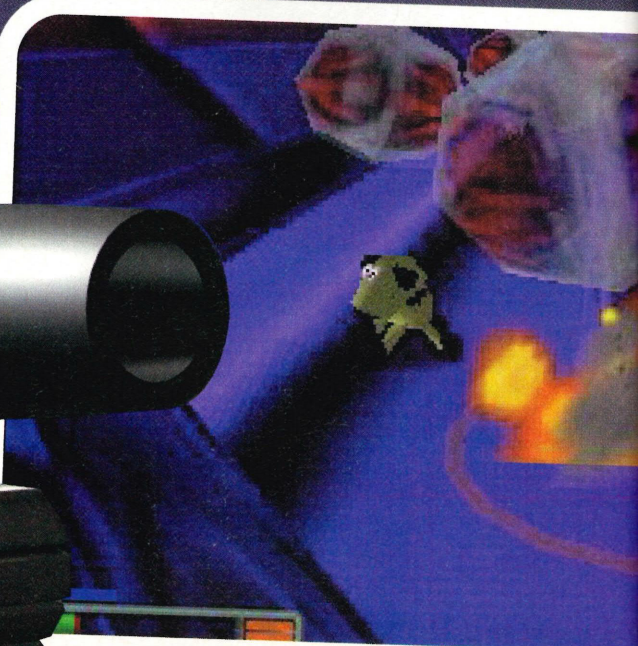
- Now is a good time to solve the souvenir puzzle. The ram is leading the sheep, so let the ram chase you to point 3. The sheep will, one by

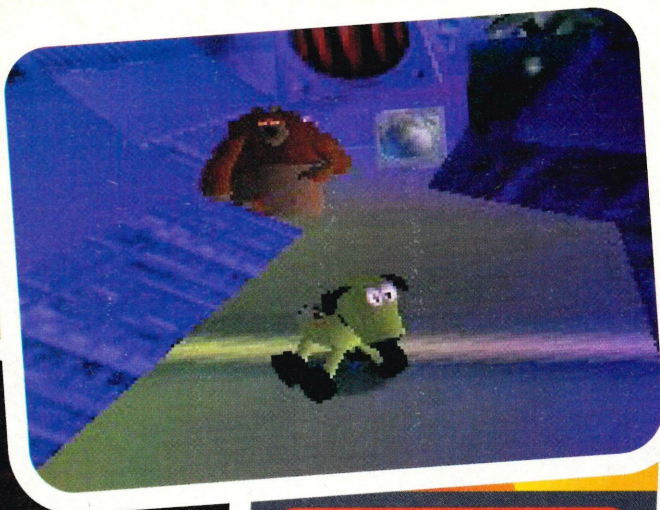
one, jump across and you'll see them activate the three switches. The souvenir will appear.

- Now, head around to the dog at point 4. The dog will shoot the ram. As soon as you can lead the ram into the dog, get out of there so you're not caught in cross-fire.
- If the dog kills the ram, take the ram and use it to kill the dog.

As the dog, you can use the ramp at points 5 and 6 to reach the switch at point 7. Carry on using the ramps to jump across to get the bonus balls and souvenir.

- Now would be a good time to pick up any bonus balls you have missed. Remember to search behind trees, and there is one ball hidden in a cloud floating above point 1.
- Return to the bear's cave and use





The Engine Room

- ◆ Find the professor's key card
- ◆ Find and press the switch to activate the bridge
- ◆ Open the security door

- You start as the fox at point 1
- You can't kill the bear on your own, but there's a dog around here somewhere... Get the bear to chase you around point 2 until the dog shows up. Get them to fight, and run away.
- Once one has killed the other, take over the dead animal and kill the remaining one.
- To get the souvenir to appear, use

the dog to destroy the computers. Be careful not to miss the ones in the tunnel at point 3 and the one up on the ledge at point 4. Kill and become a rat and go through the pipe at point 5 to collect it.

- Now that the computers are out of the way, take the bear and go and collect the glass block at point

6. Drop it in the red light in front of the professor at point 7. Move over to the professor to get the key and be shown where the door is hidden.

- Before you go up there, do you remember those computers you shot in tunnel? Using the dog, go back there and follow the tunnel. It will come out in a large chamber. Carefully follow the ramp up to the top and hit the switch to activate the bridge.
- Now make your way up to the security doors, being careful of rats and the rolling balls at point 8. When you reach the end of the tunnel, kill the rat and the two bears. If the bears get too close for comfort, you can run back behind the last rolling ball to wait for your missiles to re-charge.
- Open the security door. You'll be presented with a number of mines. Become the rat and weave through them.
- Use the floating bridge section to get across to the teleporter at the final point 9



The Engine Room

the dog's rockets to kill the bear. Now use the bear to step on the switch.

- If you haven't already killed any of them, find and kill a sheep. Now go to the now full sheep dip pool. Push the floating blocks into a line stretching from the edge of the pool to the teleporter at point 8. Jump from one to the other and on to the teleporter to finish the level.



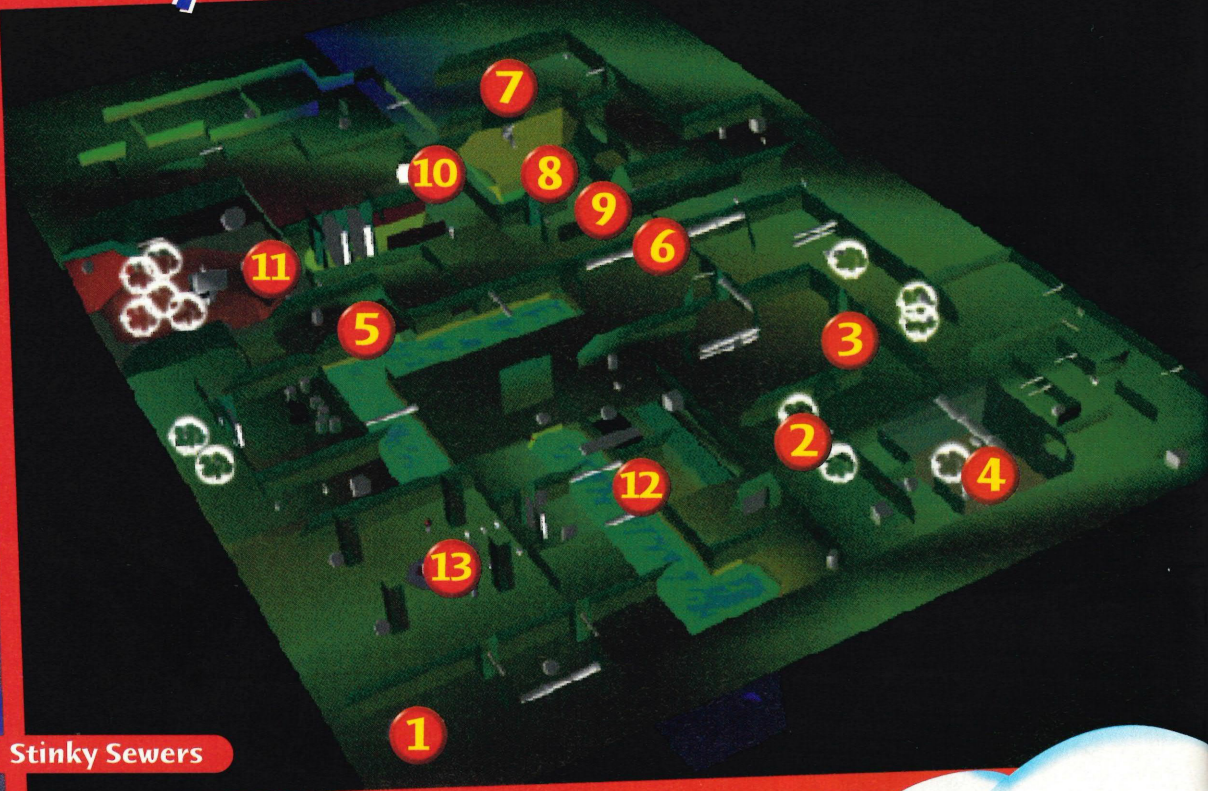
This shepherd disguise does nothing for my street cred!

Silicon Valley Europe

Stinky Sewers

- ◆ Find the keycard to access the main tunnels
- ◆ Find and turn on the taps
- ◆ Gain access to King Rat's chamber

- You start at point 1 as the dog. Go forward, through the water and along to point 2. Kill the rats you find there and become one of them.
- In order to get the souvenir, you must use the rat to bite the dung found throughout the sewers
- As the rat, you can get into the tunnels at point 3. Make your way through these to find the fox's chamber at point 4. Kill and become the fox.
- Make your way around to point 5. The fox can fit into the tunnels ahead, so go through and, avoiding the rats, enter the room and get the key card (it's on the professor - just touch him)
- You can now get through the security door at point 6. Go through, and make your way round to point 7. Touching the valve here will activate the first of the two taps.
- Go back and into the water at point 8. Using the dog, push the boxes and the drum into a line and jump from one to the other to get across to the other side.
- Once across, activate the other



Stinky Sewers

valve at point 9. Return to point 8 and get the fox.

- Enter the tunnels at point 10 and make your way through to the Rat King's chambers at point 11, making sure to seek out the bonus balls and dung.
- Once you have defeated the Rat King (try using a rat - they are immune to the Rat King's smell attack) become him make your way back to point 12, where

a bridge platform will fall down and span the water, allowing you to cross to the Rat King's chambers.

- Approach the door. Two rats will hit switches to open the door and you can proceed to the teleporter at point 13, being sure to pick up the two bonus balls hidden behind the pillars





I'll put the frock back on next month to bring you part two of this guide



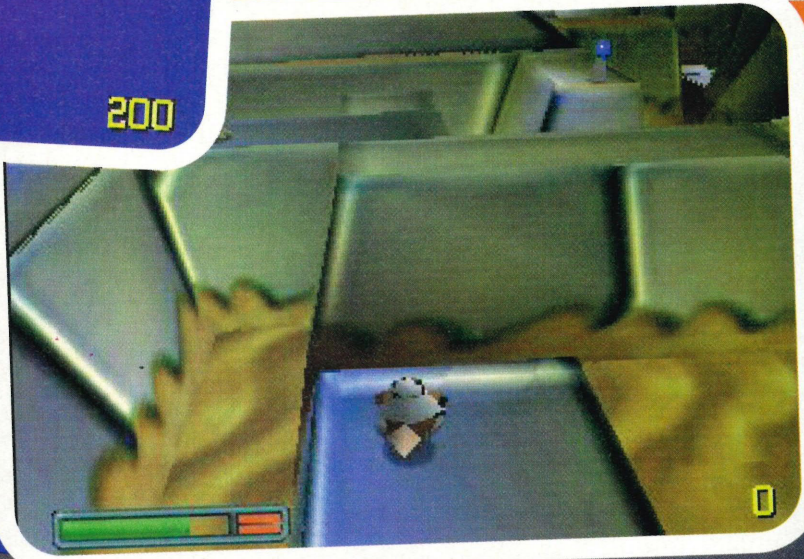
Rat-O-Matic

◆ Kill all the foxes

◆ Destroy the generators in the Rat-O-Matic

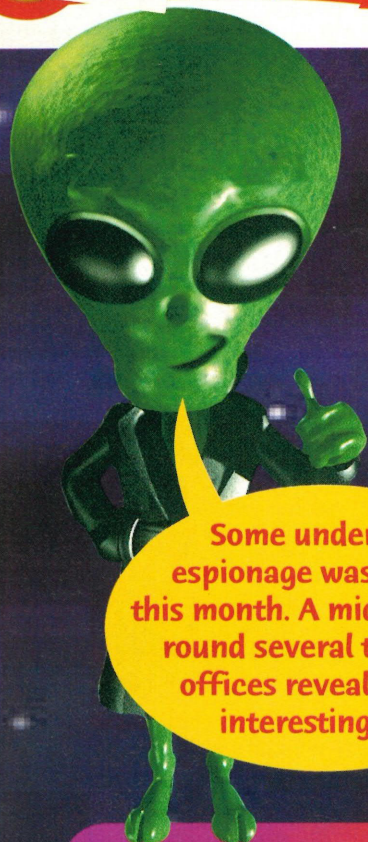
- You start off at point 1 as the Rat King
- Move through the corridor, attracting the rats as you go.
- With all four rats following you, make your way outside. Once you are there, the foxes will attack. Use your rat army and your smell attack to kill them.
- Now you can get the souvenir. Push one of the cans against the fire. Become a rat and lay mines next to the can. Then become the fox, and teleport from point 8 towards the fire to get the souvenir.
- Climb the ramp to point 3 and teleport across to the switch at point 4

- Go to the room at point 5, but be careful of the loose mouse. Kill the mouse and become it, then throw the red switch. Before the Rat-O-Matic begins, stand on the red circle at point 6. You will be sucked through into the Rat-O-Matic
- You can sneak past the first trap (electric fence) through a gap to the left of the fence. Time your speed boost just right to get past the plunger. Move as fast as possible to avoid the fire.
- Make your way around to the generators at point 7. Stand next to each in turn, waiting for the rat there to drop a mine near enough to you to destroy the generator before leaving. Once the Rat-O-Matic is destroyed.
- Go back out into the corridor and follow the other mice into the mouse hole.
- In here you will see a long passage with a door blocking the way and at the opposite side of this area a switch. The switch will open the door for a short while, so press it then race as fast as you can to get past the door before it shuts to get to the teleporter.



Rat-O-Matic

BAAA!!!



Some undercover espionage was in order this month. A midnight jaunt round several top secret offices revealed some interesting info!

Turok 2

£20 Winner

The Big Cheat

Remember the big cheat from Turok 1? Well, it's back. Loads of readers sent this cheat in but the first one was Adam McCartney from Saintfield, NI. He wins a year's subscription to N64 Pro for his fine effort

Open Up All Cheats

Go to the 'enter cheat' screen and type in BEWAREOBLIVIONISATHAND and all the cheats will be switched on. All weapons, items, infinite ammo and warp to any level you want.

The Other Codes

The big cheat kinda makes all these other codes useless. Except if you're not keen on cheating your way through the game but still want to have a bit of fun. If so you can

activate whichever cheat you want by typing in the following at the 'enter cheat' screen.

Big Hands and Feet...STOMPEN
Big Head ModeUBERNOODLE
Blackout ModeLIGHTSOUT
Gourad ModeWHATSATEXTUREMAP
Juan's CheatHEEERESJUAN
Pen-and-Ink Mode.....IGOTABFA
Stick Men Mode.....HOLASTICKBOY
Tiny Enemies.....PIPSQUEAK
Zach Attack.....AAHG00

Shoot the Birds

Want to know how to get through that gate at the top of the ladder in level one? Simply shoot down all of the birds and it'll spring open.



Where's That Button?



Tip-X's best guide books

Available from Computer Manuals on 0121 706 6000. Phone for a free book list, or visit their online bookstore at <http://www.computer-manuals.co.uk>

South Park 64

I was sneaking around the Acclaim offices looking for Turok 2 information when what did I find but a big file marked 'South Park 64 cheats. These are definitely in the US version and will probably be in the UK game too!

Master Code

This is the big one! It opens up all the codes at once. Just go to the 'cheat screen' and enter BOBBYBIRD. What could be easier?

Watch the Credits

Go to the 'cheat screen' and tap in SCREYOUUGUYS. Now you can see who's responsible for such an incredibly hilarious game.

Level Select

Go to the cheat screen and type in THEEARTHMOVED. Pause and you'll be able to pick the level you want.

Bonus Characters

Want to know how to get all the characters in the multiplayer mode? Just enter these passwords at the cheat select screen.

SkinnyVeggieheaven
Mr. Mackeycheatingisbad
Bar Bradyelvislives
Big Gay Aloutrage
Nedhawking
Starvin Marvin'...slapupmeal
Phillipphaert
Terranceraft
Mr. Garrisondorothysfriend
Cheflovemachine
Wendycheckataco
Pipfishnchips
Ikekickme
Mrs. Cartmanallwoman
Mephistogoodscience
Jimbostaringfrog
Alienmajestic

WIN! A Guide Book

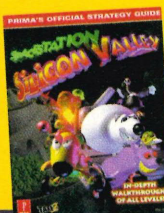
All these guide books are up for grabs! If you want to win a guide book then just answer this simple question: In Body Harvest a girl guides Adam through the game. But what's her name? Answers on a postcard to:

Tip-X's Guide Books, N64 Pro, IDG Media, Adlington Park, Macclesfield, Cheshire, SK10 4NP.

SILICON VALLEY

by Prima £9.99

Silicon Valley is one of the maddest puzzle game's we've ever seen and if you had the good fortune to buy a copy, it's a safe bet that you're already stuck. This guide has detailed info on every level and all the creatures as well as general tips. It's all in black and white though which is a shame as the game itself is so colourful.



NIGHTMARE CREATURES

by Prima £9.99

All the moves, weapons, objects and levels are covered in this guide. It's in black and white though, so you don't get to see the game in its full (mostly red) colour. It looks very bland though and is mostly just one long series of screenshots with the occasional map to take you through the game.



ULTIMATE N64 POCKET POWER GUIDE

by Prima £6.99

Covers 11 of the best games on the N64 including 1080°, Banjo-Kazooie, Mario and F-Zero X and all the other big names. The book itself is small enough to fit in your pocket, but each game is covered very briefly. Still, there's a lot of good hints, tips and cheats and it's a bargain at the price.



ts are Out There

Extreme G: XG2

I've been busy rifling through Acclaim's offices I can tell you. I was just about to make my escape when I noticed a file stuck in the office shredding machine. A quick yank saved it from being destroyed and as luck would have it, it contained a load of XG2 cheats!

WipeOut mode

Go to the Extreme Contest mode and enter your name as 2064. The bikes in the game are turned into WipeOut style spacecraft that can move up and down as well as left and right.

Tron Mode

Wanna race a light-cycle from the ancient movie Tron? Type your name in as NEUTRON and you'll get to race a much cooler lookin' bike.

Overhead View

This time enter your name as SPYEE on the Extreme Contest mode. You'll now be looking at the bikes from way up above.

Spinning Screen

In the Extreme Contest mode enter your name as SPIRAL. Not only do you have to play the fastest game on Earth, but the

screen will spin around making this the hardest race ever!

Turbo mode

Game not fast enough for you! Then enter your name as XXX in the Extreme Contest mode and it'll move faster than ever.

Unlimited Weapons

For an infinite supply of special weapons, just type your name in as MISTAKE on the Extreme Contest mode.

Infinite Shields and Lasers

Go to the Extreme Contest mode and enter your name as XCHARGE. Now you'll never blow up or run out of ammo.

Infinite Nitros

Head back over to the Extreme Contest mode and tap in your name as NITROID. Now you'll be able to turbo around as fast as lightning on your bike.

Blurry Game

If the graphics look too good then maybe you want to blur them up a bit. Just type your name in as FLICK on the Extreme Contest mode and make the game look terrible.

Play a game of WipeOut on XG2 or go for a quick race around Tron

Pixel Graphics

Is the game still looking too good for you? Then maybe you'd rather it looked like the greystation version! Enter your name as PIXIE on the extreme contest to remove all those special NG4-only effects.

Wireframe Graphics

It still looks too good for you? Well you must really hate graphics! Then why not get rid of everything but the lines. Just type your name in as LINEAR.

Body Harvest

A midnight jaunt into the Gremlin offices in Sheffield turned up some interesting information. Plenty of cheats for Body Harvest that'll make killing aliens even easier (just don't try it on me sonny!)

Activate Cheats

Go to the 'enter name' menu and tap in ICHEAT as your name. Then you can tap in these codes at any time during the game.

Weapons power-up

Need more power? Tap A, D-right, C-down, C-right, C-up, A, D-left to get some meaty weaponry.

Repair Vehicle

Tap D-down, D-up, D-right, A, B, D-left, C-right to get an instant fix on your motor.

Destroy Nearest Aliens

Tap A, C-up, C-up, D-up, D-left to kill the nearest Alien in sight

Puny Bosses

To make the bosses weak and feeble tap out Z, C-right, C-right, B, D-left, C-right.

Alien Freeze

This one causes the aliens to stand around waiting for you to shoot them. Just tap in C-down, C-up, A, D-right, C-right, D-down.

Alien Unfreeze

If the sleepy aliens are too easy and you want them to be able to run around again the tap Z, D-right, C-right, C-right, D-down.

Fly Around

Tap C-left, A, C-up, C-down, C-right, D-right to go up in the world.

Scottish Jig

Fancy a dance? Tap in D-down, D-up, C-up, D-down, C-right, C-right.

Weird Game

This code makes everything go a bit loopy. Just tap in C-down, D-up, D-right, D-right, C-right, A, D-left.

Make a Mutant

Are you in desperate need of a mutant? Then just tap in C-down, D-up, Z, Z, C-right, A, D-left.

Generate Alpha Power-up

Instant power! Just tap in C-down, D-up, Z, Z, D-up, C-down, C-right.

Tall Adam

Stretch Adam by tapping in B, A, D-up, A, C-up, A.

Short Adam

If Adam looks too big for his boots just tap in D-down, C-left, A, D-right, Z and he'll be much, much smaller.

Fat Alien Legs

Does exactly what it says it does. For big legs just tap in D-left, A, D-right, D-down.

Kill Adam or Blow Up Vehicle

Got a death wish? Then tap B, D-left, C-right, C-right, D-down and he'll be going straight to his grave!

Evil Adam

He's evil I tell you! Much more fun than being good. Just tap in C-left, C-right, A, C-down, C-right, D-left.

Alien Artifacts

Get hold of some Alien artifacts (just don't nick anything from me). Tap in D-up, C-down, C-right, Z, D-up, D-left.

man is hard to hit, big-headed dino lead easy to kill



MISSION IMPOSSIBLE

by Prima £9.99

Your mission, should you choose to accept it, is now going to be a whole lot easier. With full colour maps, screenshots and all the hints you need to help you through this tricky game. The maps are well drawn and guide you through the levels well. It's not got any cheats though, which is a shame





CHEAT ZONE

The Cheats are Out There

Datel Cheats



The action replay is a cheating tool from Datel. This cunning cart sits between a game and your N64 and sneakily adds cheats to the game. You can buy an Action Replay from most good stores or check out Datel's website at www.datel.co.uk.

Space Station: Silicon Valley

Some fine cheats have turned up for this surreal space zoo game. Just type these codes into your action replay for even madder action.

Health and Skill Codes

Infinite Health for EVO801DE085 0080
Infinite Health for Mouse801DFB51 0080
Infinite Skill A for Mouse801DFF25 0080
Infinite Health for Fox801DFF25 0080
Infinite Health for Dog801DEC01 0080
Infinite Skill A for Dog801E3A24 0004
Infinite Skill B for Dog801E3A28 0004
Infinite Health for Bear801DE459 0080
Infinite Skill B for Bear801DE5F0 0004
Infinite Health for King Rat801E19F1 0080
Infinite Skill A for King Rat801E1B84 0004
Infinite Health for Spitfire Dog801DE459 0080
Infinite Health for Penguin801DFF25 0080
Infinite Skill B Power for Penguin,	
Husky, Fox and Tortoise801E00BC 0004
Infinite Health for Desert Rat;	
Vulture and Boxing Kangaroo801DEFD5 0080
Infinite Health for full bodied EVO801DE459 0080

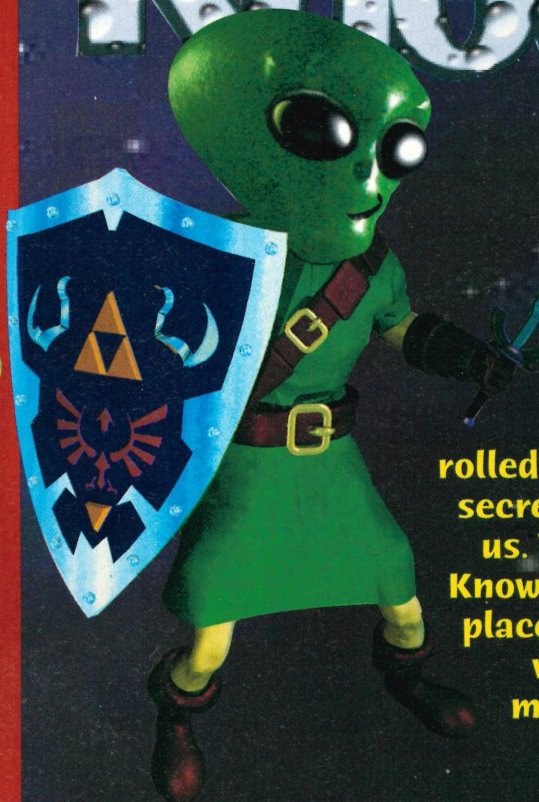
Level Codes

Final Euro Edan Level803F7EC5 0009
Final Arctic Kingdom Level803F7EC5 0010
Final Jungle Safari Level803F7EC5 0016
Final Desert Adventure Level803F7EC5 001D
Big Celebration Parade803F7EC5 001E
Spacecraft Shoot'em-up803F7EC5 001F

Important Notes: If you want to use an infinite health code for an animal you should set the code to 'button' so you can turn it on or off. Otherwise you won't be able to kill the animal to possess it! You should also only use one of the level cheat codes at a time.



Fountain of Knowledge



Zelda's got more secrets than the FBI, MI5 and KGB all rolled into one. But no secrets are safe from us. The Fountain of Knowledge is a meeting place for anybody who wants to get the most out of Hyrule!

Readers Tips

This month's Fountain has been filled to overflowing thanks to a diligent reader's unrelenting efforts running around as Link. Thanks go out to Misha "Einstein" Sumra who sent in a whole thesis covering everything you need to know. He wins £20 for his trouble and the best of his Zelda tricks are here!

Expanding carrying ability

Complete these tricks to carry even more items. Each bonus will increase your maximum carrying capacity by 10 items.

Deku Seeds: Go to the shooting gallery when you're young link and win the shooting game.

Deku Sticks: Make sure you've won the shooting gallery game and go to the Lost Woods as young Link. Go one screen right and shoot the big gong-thing with your slingshot. You need 3 direct hits (you get 100 points for a direct hit - Tip-X).

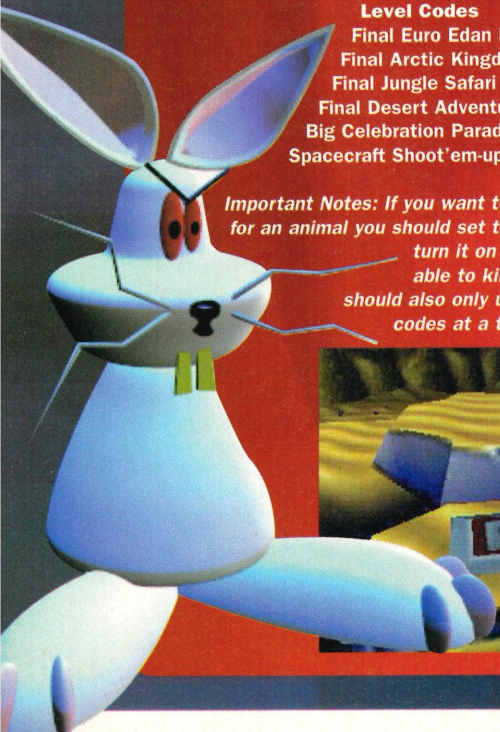
Bombs: Stop the big

Goron by exploding a bomb in his path when he is next to the sign that promises a gift if you stop him.

Bombs: One of the prizes on offer at the Bombchu Bowling Alley

Deku Nuts: As either young or adult Link, enter the Lost Woods from the Sacred Forest Meadow, and destroy the rock to the left of your entry point. The revealed cave contains two business scrubs, one of whom will up your carrying ability if you pay him 40 Rupees.

Arrows: Get over 1500 points on Gerudo Archery



Tip of the day

Arrows: Win the shooting gallery game when older

Horse Riding Hints

Epona's turbos (only for those with Rumble Paks)

When riding Epona with a Rumble Pak, the Pak vibrates when galloping. When you press A for a turbo, it takes eight "gallop-rumbles" to replenish one carrot. To maximise speed, use each carrot after seven "gallop-rumbles," except when you have one carrot left, in which case, you use a carrot after every eight "gallop-rumbles," thus ensuring you always have one spare. Do not, when under time pressure, ever use all of your carrots.

Adult Link Event Items Sequence

NOTE: Do not use teleport songs to save time when under time pressure, as things decay very quickly while in warp-transit. Instead, before starting a time quest, call Epona to a place as close to you as possible.

- 1) Pocket cucco: From Kakiriko Cucco Woman: Use to wake Talon from his slumber in one of the houses in the Village
- 2) Cojiro the Blue Cucco (take the white Cucco back to the Cucco woman): Use to wake the Poacher in the Lost Woods (one screen left of entrance from Kokiriki Village)

From here on, the next item is given to you by whoever you gave your item to. The time limit is given in brackets

- 3) Mushroom: Give to Old Woman in Kakiriko Potion Shop (3 minutes)
- 4) Odd Potion: Take to where Poacher was, and give to Girl



- 5) Saw: Give to Head Carpenter, Gerudo Valley
- 6) Broken Sword: Give to Biggoron, atop Death Mountain, next to Fairy's Fountain
- 7) Prescription: Give to King Zora
- 8) Eyeball Frog: Give to the Mad Chemist, Lake Hylia (3 minutes)
- 9) Eyedrops: Give to Biggoron (4 minutes)
- 10) Claim Check: Wait a few game days, then go back to Biggoron
- 11) Biggoron's Sword: Like Giant's Knife, but doesn't break

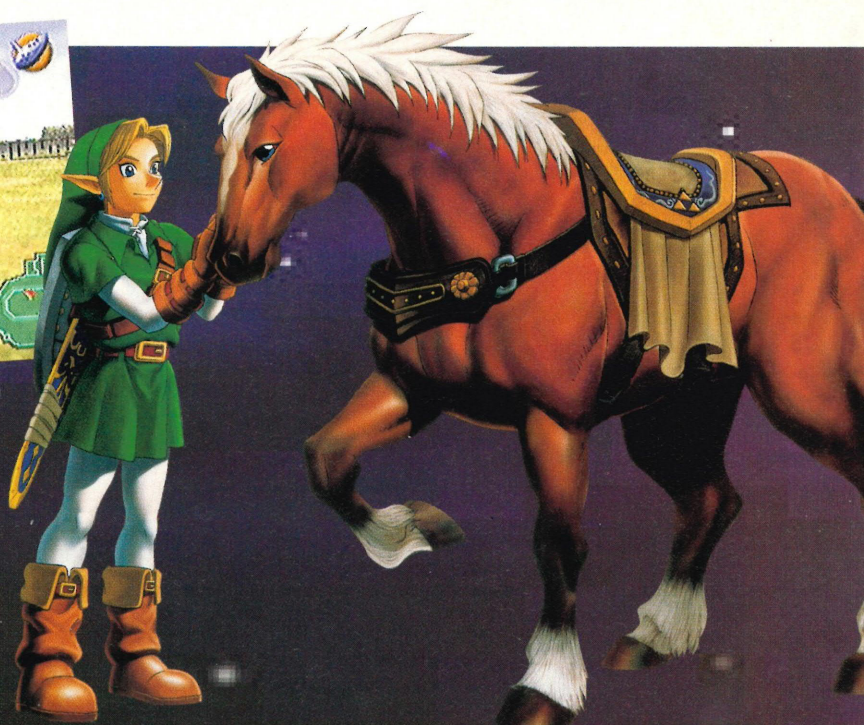
After this, you can buy Blue Potion, which refills Life and Magic when drunk: VERY handy, as it saves on bottle space. You'll also get to keep the Claim Check as a souvenir

Stone of Agony Hints

After killing 20 Gold Skulltulas, get the Stone of Agony from the uncursed kid. This causes your Rumble Pak to rumble when there are secrets afoot. There are 3 ways to uncover these secrets.

- 1) Use a bomb
- 2) Use the Megaton-Hammer (Adult)
- 3) Play Song of Storms

Oi Tip-X! You want to come down the gym and get some biceps, ya wimp



Young Link Event Items Sequence

Get the masks from the Happy Mask Shop in Hyrule Castle Market (this shop opens up after you've talked to the guard standing at the entrance to death mountain trail in Kakiriko village - Tip-X). You'll get the first mask for nothing, but once you've sold it you'll have to pay to get the next mask.

- 1) Keaton/Pikachu Mask: Sell to soldier at start of Death Mountain Trail
- 2) Skull Mask: Sell to Lone Skull Kid, Lost Woods (one screen left of entrance from Kokiriki Village)
- 3) Wood Mask: Sell to little kid in Graveyard, Kakiriko Village
- 4) In Hyrule Field, go round the back of Lon Lon Ranch at dawn, and wait for a man to run past. Follow him until night falls, when he'll sit down. You can then sell him the Bunny Mask.

On returning to the Mask Shop, you can now borrow (for free) disguise masks that'll make you look like a Zora, Goron or Gerudo and the Mask of Truth. This last mask allows you to speak to the grey one-eyed time stones when you wear it. They will give you hints about the game.

I've also found a use for the Gerudo Mask. In one part of the Lost Woods, with 2 Scrubs, a tree and thick flowers, run to where the Butterflies are and drop down the hole. Put on the Gerudo mask

and walk down the catwalk where you'll meet the Scrubs. They'll approve of your face and give you money.

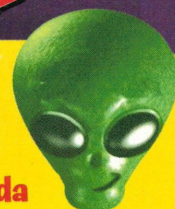
Big Fairies

There's six big fairies in the game (Noely's the only big fairy in the N64 office - Tip-X). You can easily spot their caves that are usually blocked by a large stone. You must visit them all to get all your special moves and spells! Open up the cave with a bomb (unless otherwise stated).

- Top of Death Mountain: Grants Sword Spin Attack
- By Two palm trees near Desert Colossus: gives Nayru's Love spell
- Hyrule Castle Grounds: Din's Fire (use bomb when young)
- Zora's Fountain: (behind Jabu-Jabu): Gives Farore's Wind spell
- Grounds of Ganondorf's Castle: Double Energy (Use Gold Gauntlets to move big black block)
- Death Mountain Crater: Double Magic Meter (next to Goron City exit, use megaton-hammer to remove rocks)

£20 Winner

Tip-X Helpline



E-mail any tips, tricks, codes, Zelda information or questions to tipx@idg.co.uk or post them to Tip-X, N64 Pro, Freepost, IDG Media, Adlington Park, Macclesfield, Cheshire, SK10 4NP

Britain's To

Welcome to our 'new look' Britain's Top Gamer. Can you take on the N64 Pro

Dedication, ooh dedication.
Dedication! That's what you need.
Okay, that's enough of that. What I'm
trying to say is that there'll be prizes
for the best achievements each
month. So if you've got what it takes,
send us your high scores and times
(plus a recent photo of yourself) and
we'll discover just who Britain's Top
Gamer really is - **Noely**

Mario Kart 64

Achievement

1st on Special Cup on Extra
mode with all 8 characters
Michael Tay, Aberdeen
Donkey Kong Parkway
00:34:06
Greg Ihnatenko, Stockport
Frappe Snowland
00:35:12
Greg Ihnatenko, Stockport
Mario Raceway
00:58:56
Gren Ihnatenko, Stockport
Toads Turnpike
01:51:04
Greg Ihnatenko, Stockport
Royal Raceway
2:08:88 David Brown, Rutherglen
Wario Stadium
00:21:41
Greg Ihnatenko, Stockport



Michael Tay



Greg Ihnatenko



David Brown

F1 World Grand Prix

Australia

1:11.61 Stuart Richards, Surrey

British

1:04.39 Stuart Richards, Surrey

Germany

1:19.87 Stuart Richards, Surrey

Japan

1:18.94 Stuart Richards, Surrey

Stuart Richards



Snowboard Kids

Kevin Feeney, Suffolk

Rookie Mt 00'30'63
Big snowman 01'57'73
Sunset rock 01'54'33
Night highway 01'34'50
Grass valley 01'48'40
Dizzy land 01'40'73
Quicksand 01'46'56
Silver Mt 01'45'16
Ninja land 00'23'90



Kevin Feeney



1080° Snowboarding

Air Make

21,450 Brendan Marley, Oldham

Half Pipe

39,991 Brendan Marley, Oldham

Contest

89,369 Brendan Marley, Oldham

Crystal Lake

1:03:88 Brendan Marley, Oldham

1:04:15 Hayes Johnson - Donovan,
Streatham

Best Score

37,647 Brendan Marley, Oldham

Crystal Peak

1:31:27 Brendan Marley, Oldham

Best Score

27,976 Brendan Marley, Oldham

Deadly Falls

1:11.84 Brendan Marley, Oldham

Best Score

15,793 Brendan Marley, Oldham

Dragon Cave

1:36:27 Brendan Marley, Oldham

Best Score

21,748 Brendan Marley, Oldham

Golden Forest

1:23:68 Brendan Marley, Oldham

Best Score

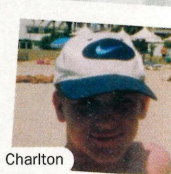
17,954 Brendan Marley, Oldham

Mountain Village

1:31:08 Adam Charlton, Huntingdon

Best Score

26,886 Brendan Marley, Oldham



Adam Charlton

Banjo-Kazooie

Completed Game

3:49:18. Kevin Feeney, Suffolk

Treasure Trove Cove

0:13:03. Kevin Feeney, Suffolk

0:17:41. Richard Brown, Portishead

Bubblegoop Swamp

0:20:14. Kevin Feeney, Suffolk

Freezezy Peak

0:28:07. Kevin Feeney, Suffolk

Gobi's Valley

0:21:56. Kevin Feeney, Suffolk

Mad Monster Mansion

0:18:24. Kevin Feeney, Suffolk

Mumbo's Mountain

0:14:45. Alan Campbell, Cambs

Rusty Bucket Bay

0:26:44.

Kevin Feeney,

Suffolk

Click Clock

Wood

0:43:46.

Kevin

Feeney,

Suffolk



Richard Brown

Diddy Kong

Ancient Lake

00:35:93 Stuart Richards, Surrey

00:42:10 Rob Pierce, Salisbury

00:50:31 Kevin Feeney, Suffolk

00:52:41 Adam Lamb, Leicestershire

Boulder Canyon

01:46:76 Adam Lamb, Leicestershire

Crescent Island

01:21:41 Kevin Feeney, Suffolk

01:26:30 Adam Lamb, Leicestershire

Darkmoon Caverns

01:42:60 Stuart Richards, Surrey

01:55:76 Rob Pierce, Salisbury

01:55:43 Kevin Feeney, Suffolk

01:58:31 Chris Dobson,

Guisborough

02:04:31 Adam Lamb,

Leicestershire

Everfrost Peak

01:36:83 Adam Lamb,

Leicestershire

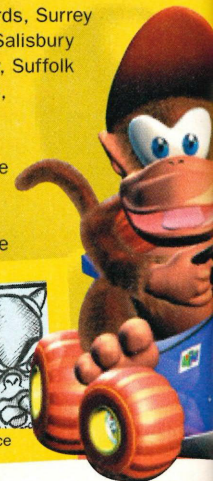
Chris Dobson



Rob Pierce



Adam Lamb



pGamers



team and beat our challenges? The gauntlet's thrown. Come on, we dare ya!

Dare YOU enter The PRO ARENA

We reckon we're the greatest N64 gamers in the universe, and until you show us different, by sending in your own times and achievements, our heads are gonna keep swelling until they burst!



Noely's Zelda Challenge

Beat 49 secs on the Horse Racing on Zelda: Ocarina of Time

Mark's GoldenEye Challenge

Complete the Arkangelsk - Facility level on Secret Agent with over 85% head shots



Steve's Let's Smash Challenge

Beat the hardest character on Hard by conceding no more than 5 points.



James' Wipeout 64 Challenge

In Time Trial, enter Phantom class, select Terafumos circuit and race in Auricom Anti-grav vehicle. Time to beat is: 33.5

Tip X's 1080° Challenge

Beat my time of 01:01:96 on Crystal Lake



Scoop's Banjo Challenge

Beat my time of 0:20:02 on Bubbleloop Swamp

We want your challenges!

Have you got a gaming achievement that you're proud of? Fancy pitting your gaming prowess against both the N64 Pro team and fellow readers alike? There'll be a rather spankingly good prize awarded for the best challenge each month.

How To Enter...



FILL this in for instant gaming fame! Don't worry if you can't fill in all the Game and Achievement spaces, just make sure you send photographic proof of your achievement(s) and a recent picture of yourself. We'll add your name to the ever-growing list of Britain's Top Gamers - the sooner you send off your entry, the sooner your face'll appear in the mag. N64 Pro Tip: Take the picture of your 'achievement screen(s)' using a fast film (i.e. 200 ASA) in the dark - no flash - with your camera about three feet away from the telly

Name Age

Address

Britain's Top Gamer

Game

Achievement

Game

Achievement

Game

Achievement

The Pro Arena

Challenge Time

Challenge Time

Challenge Time

Racing

Fossil canyon

01:06:45 Adam Charlton, Huntingdon
01:20:85 Adam Lamb, Leicestershire

Frosty Village

01:30:00 Adam Lamb, Leicestershire
01:24:82 Kevin Feeney, Suffolk

Greenwood village

01:31:13 Adam Lamb, Leicestershire
00:54:05 Kevin Feeney, Suffolk

Haunted woods

00:59:03 Adam Lamb, Leicestershire
00:53:63 Stuart Richards, Surrey

Hot Top Volcano

01:17:93 Rob Pierce, Salisbury
01:18:76 Kevin Feeney, Suffolk

01:20:63 Adam Lamb, Leicestershire
01:22:48 Simon Batchelder, Salisbury

Jungle falls

00:43:50 Adam Charlton, Huntingdon
01:20:85 Adam Lamb, Leicestershire

Pirate Lagoon

01:04:31 Stuart Richards, Surrey
01:04:36 Rob Pierce, Salisbury

01:05:73 Jan-Erik Spangberg, Sweden
01:13:35 Kevin Feeney, Suffolk

01:13:51 Simon Batchelder, Salisbury
00:57:63 Kevin Feeney, Suffolk

01:01:61 Adam Lamb, Leicestershire
01:24:26 Stuart Richards, Surrey

Spacedust Alley

01:50:76 Kevin Feeney, Suffolk
01:51:05 Rob Pierce, Salisbury

01:53:15 Adam Lamb, Leicestershire
02:00:38 Simon Batchelder, Salisbury

Star City

01:25:55 Stuart Richards, Surrey
01:30:45 Rob Pierce, Salisbury

01:33:60 Kevin Feeney, Suffolk
01:38:55 Chris Dobson, Guisborough

01:46:65 Adam Lamb, Leicestershire
01:23:11 Stuart Richards, Surrey

Spaceport Alpha

01:47:15 Kevin Feeney, Suffolk
01:49:51 Kevin Feeney, Suffolk

01:53:30 Adam Lamb, Leicestershire
01:55:00 Simon Batchelder, Salisbury

Treasure coves

00:52:30 Kevin Feeney, Suffolk
00:54:30 Adam Lamb, Leicestershire

Walrus Cove

01:55:81 Adam Lamb, Leicestershire
01:04:70 Adam Lamb, Leicestershire

01:04:70 Adam Lamb, Leicestershire
01:57:76 Adam Lamb, Leicestershire

01:57:76 Adam Lamb, Leicestershire

Jan-Erik Spangberg



Swap shop! The Only place where you can change your filthy old tat for someone else's. And if your looking to flog some fanzines or find N64 owning mates, then this is the best place to be. You can even just give a shout to yer mates if you want. These are your pages, so use them for whatever you want to say - Mark

Wanted

The top five begged for N64 games



1 GoldenEye

Bond goes back to the number one slot

2 F-Zero X (above)

The best racing game since time began

3 Banjo-Kazooie

If you haven't got this then you're mad!

4 Mission Impossible

Not Bond but not bad

5 1080

The cold winter snow is better indoors

Not Wanted

The most unwelcome games of all



1 ISS 64 (above)

It's still well worth getting a copy of this

2 Mission Impossible

Lots of copies of this floating around

3 GoldenEye

How could you ever bear to part with it?

4 Diddy Kong Racing

A regular in this list and easy to get hold of!

5 Waverace

Superb racing game that's worth getting

SWAPS

★ I will swap my ISS 64 for GT64 or sell it for £30 and swap WWF Warzone for V-Rally 64 or 1080 Snowboarding. Ryan Mc Manus, Strabane, NI, 00-(35374) 41655

★ I will swap Diddy Kong Racing for MRC, F1 WGP or V. Rally or sell for £35. It is boxed with instructions. Robert Slater, Wakefield, (01924) 820388.

★ Swap or Sale. Super Nintendo, 7 games, 4 controllers and loads of magazines all boxed as new. Offers or swap for Banjo-Kazooie and ISS '98. L Ward, 16 Carthorp Grove, High Green, Sheffield, S35 4PL, (0114) 2844506.

★ I'm looking for a pen-pal, I'm aged 12, I like running, football, ZELDA, pop music and chips. Daniel Shayler, 20 Savill Crescent, Wroughton, Swindon, Wiltshire, SN4 9JG

★ Will swap Fighter's Destiny for any decent game. Also (Jap) Pilotwings and (US) MRC for £13 each or both for decent game. Phone Sat before 11 am + Sun anytime and Mon after 4pm. Tony Pang, Orpington, (01689) 838711.

★ I want to sell DKR box, good condition, instructions and drivers manual for £25. Chris Pierce, Barton on Sea, (01425) 613909.

★ I will swap Extreme G and GoldenEye or ISS 64 or Doom 64 for FIFA RTWC '98 (PLEASE). Jake Harrington, Hove, (01273) 206338.

★ Hi! I'm a 14 year old girl looking for a pen-pal. I love horse riding, N64 Games (Zelda and Banjo), swimming and music. (Sally Rainfield asked us not to print her address cos she doesn't want any weirdos hassling her, send your letter to the Swap Shop and we'll forward it on - Mark).

★ I'll swap ISS '98 for F-Zero X, WWF, Silicon Valley, DKR or maybe Banjo-Kazooie, Bomberman 64, Forsaken, All Star Baseball, Rampage World Tour. You must collect Call Gary (Potters Bar) on 01707 642218.

★ I will sell Forsaken for £25 O.N.O. Excellent condition, boxed with instructions. Swaps considered. Paul Taylor, Bishp Auckland, (01388) 604476.

★ I will sell my Wayne Gretzky Hockey 3D, WWF Warzone, All Star Baseball 99, Wetrrix, Yoshi's Story, snowboard Kids, Mortal Kombat 4 for £35 each O.N.O. Call Daz on (01709) 570864.

★ I'll swap my NBA Courtside or Madden 64 or World Cup '98 for Mario Kart, Lylat Wars, All Star Baseball, Body Harvest, SOTE or sell for £20 each. Call Ryan Murray, Wormley, (01428) 684147.

★ Swap Nagano '98 for Body Harvest, Turok 2, 1080, F-Zero X, Wave Race, Zelda, Wetrrix, Mission Impossible or Turok or sell for £35. Michael Ball, St Helens, (01744) 601890.

★ Waverace boxed with guide for Snowboard Kids, Mission Impossible, Mystical Ninja or WWF Warzone. Please phone Nat Rodgers on (08181) 543 1883. I live in Wimbledon please be local.

★ Hi, I will swap Mission Impossible for a good game like WWF Warzone, Zelda, South Park. Forget that, just give me a bloody good game. Cheers! Austen Hamilton, Aberdeen, (01224) 690740.

★ I will swap Top Gear Rally or Bomberman or Doom for Banjo-

(GT with box). Adrian Hepburn, Altrincham, (0161) 904 0408.

★ I will swap ISS 64 for GoldenEye (sorry without box or booklet), Banjo-Kazooie for 1080 Snowboarding. £10 cheat book go with Banjo as well or Banjo for GoldenEye in good condition. Adrian Hepburn, Altrincham, (0161) 904 0408.

★ I will give a green Superpad 64 in perfect condition to anyone who will offer a reasonable price (£10-£15) and ask for Sam, (01249) 817060.

★ I will swap Extreme G plus Quake for South Park 64 boxed with instructions. I will also swap Mission Impossible for any good game. Patric Ellis, Ellon, (01358) 721213.

★ I'll swap Blast Corps and cheats or Nagano Winter Olympics for any good game or sell for £25 each. Contact Ian Ironmonger, Dumfries and Galloway on (01557) 331624.

★ I'll swap Mario 64 and Diddy Kong Racing for Mission Impossible and

Swap of the Month

★ I'll swap Lylat Wars for Clayfighter or Wave Race and I will sell for £30 or best offer. Other swaps considered. Cash for other games as well. Vikki Cooper, Peterborough, (01778) 342712.

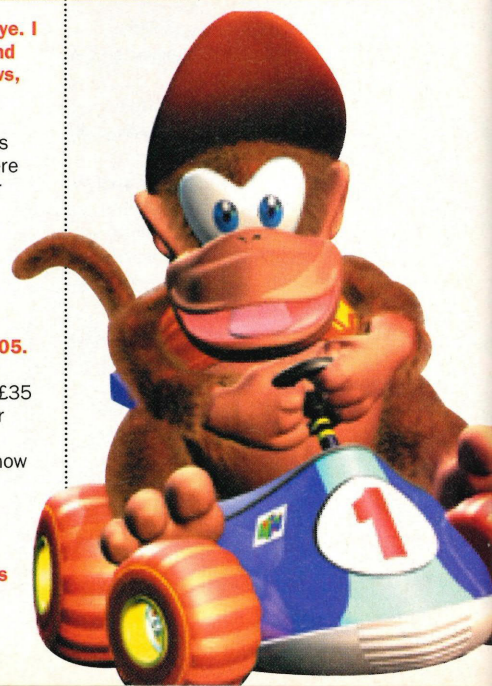
Kazooie or Mario Kart or GoldenEye. I will sell one for £40. PS Boxes and instructions included. Carl Burrows, Manchester, (0161) 286 5356.

★ I got Zelda and Turok 2 for Xmas and any gaystation owners out there can kiss my %^&*%* arse! Peter Hague, London

★ I'll swap Tetrisphere for Snowboard Kids or Wetrrix or sell for £20 (my game is in perfect condition) call Michael Mackay, Plaistow, London, (0171) 511 0105.

★ I'll sell Mission: Impossible for £35 or swap for one of: 1080, Zelda or Turok 2. Call Deano on (01489) 896548, Bishops Waltham. Ring now you nut!

★ I will swap FIFA 64, GT Championship Edition for WWF Warzone, Nagano Winter Olympics



HOP

Bomberman 64 (in boxes). Mark Lendram, Sutton, 641 8772.

★ I'll swap GoldenEye, Mission: Impossible or Banjo-Kazooie for Sub Zero Mythologies or if you want an American Zelda I have one for sale. Paul Pearsall, Birmingham, (01523) 796924.

★ I'll swap ya GoldenEye for F-Zero X, Top Gear Rally or V-Rally '99. Hardly used, instructions and boxed. Daniel Bleasdale, Holmes Chapel. (01477) 532708.

★ I will sell Wave Race for £20 O.N.O. Boxed but no instructions (please, I'm desperate!) Or swap for any other decent game except GoldenEye or 1080 Snowboarding. Chris Long, Draycott, (01934) 743599.

★ Will swap GoldenEye or WC '98 or F1 WGP for your copy of F-Zero X, Mission: Impossible or any other decent game. Will sell for £30 ono offer, except F1 WGP £35. Alexander MacMillan, Arisaig, Inverness-shire. (01687) 450669.

★ I'll swap Hexen (US) for any decent game of £30 (boxed as new, instructions and cheats). Go on Please! Joe Tingley, 45 Depot Road, Horsham, West Sussex, RH13 5HE.

★ I'll swap F1 World Grand Prix for Mission: Impossible, ISS 98 or Mystical Ninja. Also got WCW Vs NWO for Winter Olympics, Diddy Kong Racing or Pilotwings. John Flemming, Hatfield, (01707) 257 138.

★ I will swap my Pal Lamborghini for MRC, FIFA RTWC and Gretzky 3D for Wave Race. All boxed. Write with phone number, swap via post. Thomas Charnock, 221 Claredon Rd, Whalley Range, Manchester, M160AY

Blag of the Month

★ Oi, you! I've got Mortal Kombat Trilogy up for grabs if you gimme Banjo-Kazooie. In return MK Trilogy's boxed with instructions so I expect nothing less from Banjo-Kazooie. Adam Poole, Reading, (0115) 962 4398.

★ I'll swap ISS 64, Mario Kart, Lylat Wars or Forsaken for F1 WGP, Mission Impossible, F-Zero X or GT 64. Alex Silk, Staffs, (01543) 493443.

★ Swap Mission Impossible good condition for GoldenEye 007. Must be in good condition. Nicholas Copeman, Lowesoft, (01502) 589827.

★ I'll swap ISS 64 or Lylat Wars (without rumble pak) and Mario Kart. All in good condition and boxed with instructions. I'll swap for GoldenEye. Peter Cripps, Tunbridge, (01892) 543355.

★ Sell N64 with 3 pads, Mario and ISS '98 for £200 also swap Fighter's Destiny for Zelda, Turok 2, Wipeout or F-Zero X. Phone Jonny on (0131) 6683233.

★ I will swap my Casio pocket TV in perfect condition with adaptor worth £140 for Banjo-Kazooie in any condition. I will also sell it for £50. Thanks a lot. Stuart Meenagh, 95 Main St, Donaghmore, Co Tyrone, N. Ireland, BT70 3EZ, (01868) 767427.

★ I'll sell ISS 64 (boxed with instructions) £30, Bust A Move (boxed no instructions) £25 or WWF Warzone (no box or instructions) £25 or sell all for £65. Please! I'm desperate. Thanx. Alex Starritt, 8 Kelly Gardens, Abbey Meads, Swindon, SN2 3YH, (01793) 700986.

★ I will swap my DKR for your MK4 or Turok 2 or F-Zero X, Alex Harris,



★ I'll swap my Fighter's Destiny or Wetrax both boxed with instructions V. Good condition for GoldenEye or Banjo-Kazooie other good games considered. Alex Welsh, Northampton, (01604) 646023.

★ I will swap Shadow of the Empire or Pilot Wings for Zelda, Mystical Ninja or Buck Bumble. Shadows of Empire is boxed with instructions or I will sell for £35. Craig bunting, Uttroxteter, (01889) 566665.

★ I'll swap Top Gear Rally for Forsaken or any half decent game. David Vickerstaff, Wetherby, (01937) 520790.

★ 1080 £35, Wave Race and Lylat Wars £25 each or will swap any one for ISS 98, Silicon Valley, F-Zero X, FIFA 99, Body Harvest or WCW Vs NWO Revenge. Chris Gouge, Carlisle, (01228) 591890.



Peterborough, (01733) 327585.

★ Wayne Gretzky's 3D Hockey swap for Banjo-Kazooie, F1 World Grand Prix, Diddy Kong Racing or sell £25 also penfriend wanted. PS Game must be boxed with instructions. Michael Wood, 8 Davidson Road, Canterbury, Kent, CT2 9DT, (01227) 768731.

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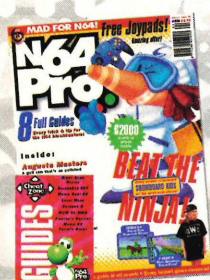
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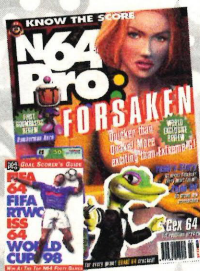
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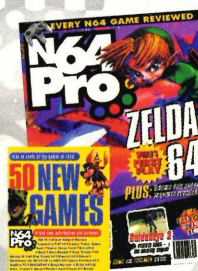
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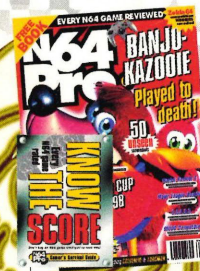
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Inside: Famista 64, Rampage Augusta Masters, NBA Pro '98, Tohkon Road, Virtual Hiryo No Ken
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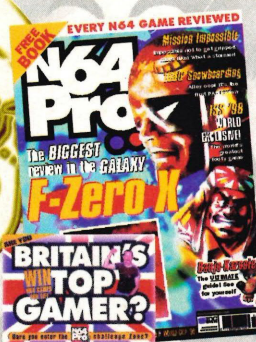
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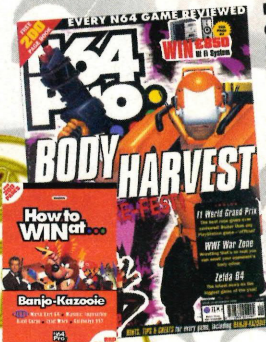
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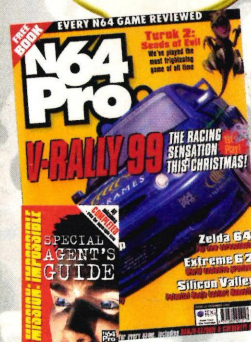
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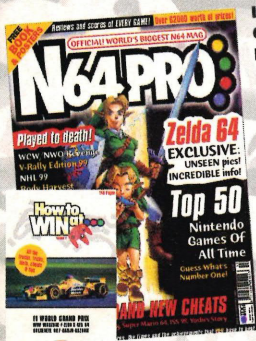
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Inside: F-Zero X, Mission: Impossible, 1080° Snowboarding, ISS '98, Dezaemon 3D, Star Soldier, Castlevania 3D, Gex 64, Glover, Earthworm Jim 3D and Part 1 of the Banjo guide
FREE: Are You Britain's Top Gamer? A challenge book where you can win fame, fortune and loads of games!



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FREE: Massive 200 page full colour 'How To Win At...' book.



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Cover: V-Rally Edition '99
Inside: NFL Blitz, NASCAR, Gex 64, Super Robot Spirits, Pocket Monsters Stadium, Alice Trump World, Turok 2, Extreme G2, Silicon Valley
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Issue 15 Christmas
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FREE: How to win at... F1 World Grand Prix, all the hints tips and cheats you'll ever need



Issue 16 January
Cover: Silicon Valley
Inside: Zelda: Ocarina Of Time, Turok 2, Wipeout 64, S.C.A.R.S., Extreme G2, Silicon Valley, Let's Smash, QB Club '99 and our Zelda guide part 1
FREE: 1999 calendar, filled with the cream of N64 games for 12 months of constant drooling

Issue Seventeen February
Cover: South Park 64
Inside: Star Wars: Rogue Squadron, Top Gear Overdrive, Rush 2: Extreme Racing, Knife Edge, Bust-A-Move 3DX, South Park 64, Holy Magic Century, Rakuga Kids, NBA Jam '99, NHL Breakaway '99

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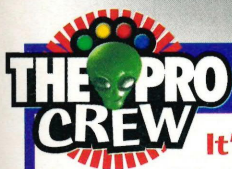
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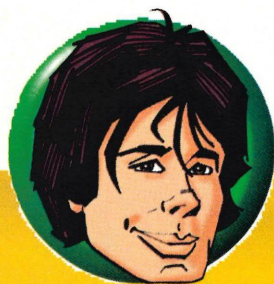
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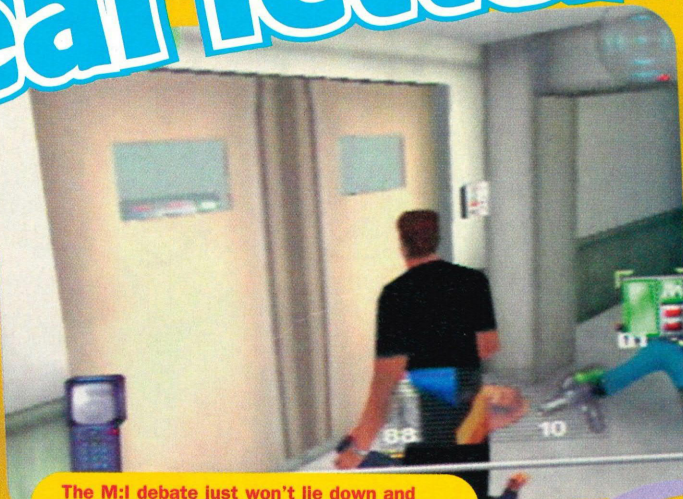
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YOU RE Real letters from



Ah, is it my favourite time of the month already? Where I get the chance to answer letters from our own dear readers? Looks like it is! Deep breath then. Here goes...



The M:I debate just won't lie down and die. Mainly because I won't let it! It rules!

Pigeon Street

Apart from saying your mag is great, I have a story to tell...

For years I have tried to convince my dad to allow me to get an N64. It worked!!!!!! I was so happy; but alas, I had to wait for TWO MONTHS until Christmas!!!! All was fine until I read your review of M:I, this review triggered something, and it was like Ethan Hunt had popped out of the mag, grabbed me by the throat and told me to buy this game.

And so that would be my destiny. I read the review over and over again and knew I had to have it...

I was at my gran's for the holidays when I played it in the shop. I only had ONE HOUR!!!! so I played and I played and the time ticked away. It was 12, so I left a very sweaty joypad and a hot, steaming N64 behind. Now I knew. M:I were like my initials. I had lunch, I did not know nor care what it was. M:I M:I M:I was all I could think of. So I went to show

my gran but ALAS FOILED AGAIN!!!!!! Somebody had bought it. My heart sank right down to my feet, I was gobsmacked, I felt so cold...

Then it was dinner. I was happily eating and talking about M:I when it WAS THERE!!!!!! I could not believe my eyes!!!!!! She had bought it behind my back!!!!!! Alas (again) I had no N64, but now, painful months later I have it and the few measly hours a week I get to play do me good. Those were the most heart-rending months of my life...



P.S. I wrote this in school, so if it's messy, I was in a hurry.

Georg Buscha, Holland



Good story Georg. A more heart-warming tale I doubt has ever

been printed within the pages of this N64 magazine. Just what we needed, considering it's bloody freezing outside! It's nice to hear about some genuine enthusiasm for a game, it makes it all worthwhile. One thing though, you sent it via email, so how could it look messy?

Chuckle Brother

You gods keep my humble self-informed. Your mag lights my path to my 64. So I would like to defend the title of games. PlayStation games are bad. Let's face it, who wants to spend half an hour waiting for a game to load? And when you start it's crap!

No, we want cool N64 games even though they seem a little boring, they're better than PSX games. Here's a joke for PSX owners to hear!

Q: Which would you like: a cool PSX game or a bad N64 game?



A: Neither kind exist! Ha ha ha and it's true too! (Please print this for all the readers' sakes!)

Ben Newton, Kent



Okay then Ben, just for the sake of our readers we'll print your joke. Hilarious stuff, I'm sure they'll all agree. You are, officially, the new Les Dennis mate! Endless summer seasons at Brighton and pantomime opportunities await you no doubt!

66Who wants to spend half an hour waiting for a game to load? And when you start it's crap!99

Christmas Cock-up

Starting on a lighter note, your magazine is brill. Keep up the good work! But now the bad news. For Christmas I got NHL '99 and I can tell you that it's amazing with a capital A. I also got Body Harvest. Now when I opened NHL '99 I got the biggest shock in my life! In the box there was in fact not NHL '99 but... NFL Quarterback club!

Ethan Hunt, arguably the N64's top spy, continues to ride high in the charts thanks to ludicrously high sales figures! Yay!

CKON?

m real gamers



You talkin' to me? You must be talkin' to me, cos I'm the only one here!

LETTER of the MONTH

THE PRO CREW

Big Girl's Blouse

I'm 16 years old. Now you wouldn't expect a guy like me to cry very often, but I can honestly say that after playing *Zelda 64* a tear literally came to my eye! I don't know whether this was from experiencing true magic and beauty or the fact that I'd been playing on it for hours on end, but I can say this, *ZELDA 64* IS THE BEST GAME I HAVE EVER PLAYED!!! I fully intend to buy a copy of it as soon as I can find a game store that has

any copies left!

Anyway, thanks to Steve's review of *Space Station: Silicon Valley* I decided to go to Electronics Boutique and buy a copy. I'm still laughing!!! The thing that cracked me up the most was the sight of the chip going from one animal to another!! What genius designed a game where you can bring a sheep's corpse back to life after it has been left as worm food on the floor? Complete magic!!!

With such delights as *Castlevania 64* and *Shadowman* in the pipeline, I think it's time to crack open the bubbly and party into the small hours!!!

Andy chose to type his letter rather than try and hand write it in case he burst into tears again and smudged the ink!

Although the graphics aren't quite up to scratch the gameplay, and the hilarious way in which the animals get from A to B, definitely makes sure it breaks even!! For those of you out there that are considering renting this display of hilarity, DON'T EVEN THINKA ABOUT IT!!! My advice is: BUY BEFORE YOU TRY!!! You won't be disappointed!!

Nintendo seem to be really getting their act together in terms of their advertising and the rate that they are pumping out games that will soon make *GreyStation* owners commit suicide because of the bad choice they made!!! 1999 will definitely be the year of the Big N!!! With such delights as *Castlevania 64* and *Shadowman* in the pipeline, I think it's time to crack open the bubbly and party into the small hours!!!

Anyway, love the mag! Thanks for last month's video and keep up

the good work!! You are the guys who help me make my decisions on the games I buy, and you haven't let me down yet!!



Andy Fry, East Sussex

N64 PRO

Cheers for the kind words mate, and yeah, we all agree

with you, *Zelda* is a truly moving experience at times. None of us were actually soft enough to start blubbing, but hey, we're not the judgmental kind here at *N64 Pro*, so we won't condemn you for that!

We also reckon the '99 will be Nintendo's year, and will see the *N64* matching the *PlayStation* stride for stride. In terms of quality games over the next 12 months there's just no competition (and we include *Dreamcast* in that), so if it isn't massive we'll eat Mark's trainers! And if you'd seen them you'd know that's confidence bordering on arrogance!

* All Letters of the Month writers become members of *The Pro Crew* – for more information, or to become a member, see page 83 (or the funny card thing stuck in the mag).

Honestly, you can hear the ambient background noise much better down here!



That just about annoyed me for the first few days of Christmas until I took it back and got *NHL*.

Secondly, when I had a look back at issue 15 and looked at the *NHL* review you said it had no commentary! What are you on about? *NHL '99* has got some of the funniest sports game commentary I've ever heard. And thirdly, on the first level of *Body Harvest*, doesn't the bit where you have to stop those flying aliens from destroying the bridge and the



medic truck just drive you mad? It's too hard! Yann Langdon, North Lincolnshire

N64 PRO

No one at *N64 Pro* would've been too disappointed if your mix-up had happened to them Yann! Look at it this way, you got to spend a few days playing *QB Club* for nowt, so that's not bad is it?

On the *NHL* sound thing, according to Noely (so you can take this with a pinch/handful of salt if you like), the speech in *NHL '99* is not what he'd class as commentary, more like ambient background noise (whatever that means!)

And finally, does that bit of *Body*

Harvest drive us mad? No, it's dead easy and you must be really bobbins to be struggling so badly! Check *Tip-X's* guide out for some 'out of this world' advice. Literally.

Girly-haired freak!

I love your mag, especially the new look, but I want to know why you take the mickey out of Noely so much? Is it perhaps that he has a different taste in games, or is it just that you don't like him?

Also, I think that loyal readers like me should be rewarded with a little more advice on which games to buy. I reckon that us readers should be

YOU CKON?



You'd be surprised how popular Daisy from Body Harvest is with our readers. Funny that, I've never much gone for pink hair myself!



66Take Rampage World Tour. Oh dear! What a sad, pathetic heap of tree huggin' hippie crap! 99

► given a go at your job, as it sounds so easy! I mean, you lot are so (blooming – Steve) lucky! You get paid to play the best games before anybody else and then rub it in when we can't play them for months!

I demand that you step aside and allow at least one whole review (including the final percentage) from a reader in every issue. Preferably with me going first!



Simon Lewis (aka Martin Luther King), Southampton

N64 PRO: Much as I'd love to get our readers to do all our work for us, if I did that how could we justify employing our crack team of highly paid professionals (or Noely)? So sadly for you that means your 'demand' will go unfulfilled. Watcha gonna do about that eh? Eh?

Why do we 'rip the urine' out of Noely so much? Many, many reasons, far too many to go into here. We'd struggle to fit them in a book the size of The Bible actually...

Moon on a Stick

I have decided to write in with a complaint. Not a complaint against you, but a complaint against lazy games developers that think they can program any old rubbish and expect us to buy it.

Take, for example, Rampage World Tour. Oh dear! What a sad, pathetic heap of tree huggin' hippie crap! Unfortunately, for us games buying public, this is the only example of a game of this type on the N64. This means that if we want to play a smash-em-up on our beloved black box, the only option is to buy Rampage World Tour.

Why can't developers, when given a good idea for a game, take time over it and produce a classic instead of churning out as many naff games as they can as quickly as they can? Zelda is a good example of quality work, and

is truly THE greatest videogame of all time. Kick ass!

Now that moan is over, I have one question. I do NOT want to know how much the 64DD will cost, as you have told us many times. I want to know how much the disks will cost. You have never mentioned this before (that's if it ever comes out, which it probably won't, and even if it does it'll be crap).

And as a final note, I would like to say what the hell is that Colin Balzli going on about saying GoldenEye is the "worse" game ever? Is he completely mad? Should he be locked up? Yes. He is right about Gemma Mason though.



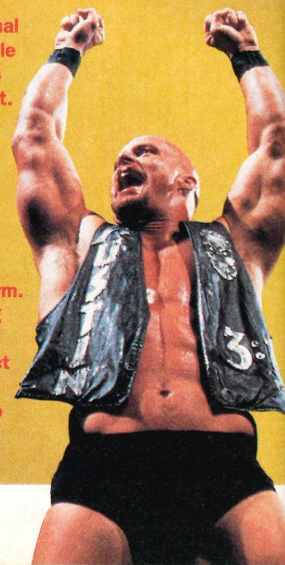
Thanks for a top class magazine, and I shall be sure to continue my N64 Pro subscription when it runs out.

Simon Davies, via email

N64 PRO: Funny how our art editor Jim sent off the picture of Gemma to be scanned, and somehow, on the way back (all of 15 feet or so) he managed to lose it, never to be seen again. Very suspicious that.

Anyway, Colin Balzli said little else that made any sense, he was certainly freaking out with that GoldenEye comment. I wouldn't worry too much about it though, it's criminal that they let people out on the streets in a state like that.

How much will the DD disks cost? Probably about a million quid, because they'll only be available in ultra-rare, prototype form. If the bloody thing ever does see the light of day, expect DD to cost in the range of twenty to twenty five quid!



READER'S REVIEWS

Each month we receive a Buster Gonad sized sackful of letters from you lot begging, pleading and imploring to be the next Reader Reviewer. So here's your chance! A new section written by YOU, our loyal readers. So make it good eh!

Legend of Zelda: Ocarina of Time

WHAT WE SAID

"It's a gaming giant among dwarves, huge in size and scope where other games would get away with being half as big. It's a magical Miyamoto-led mystery tour, full of hidden secrets and surprises through one of the most totally enchanting and thoroughly immersive gaming worlds ever devised. And best of all folks. It's a game that N64 owners and only N64 owners can enjoy."

NOELY

WHAT YOU SAID

Zelda is the best game ever. When Final Fantasy VII came out I thought that would be the best, but now Zelda makes FFXVII look like Clayfighter.



WAYNE HOANG, London

This will have you spewing with emotions. You encounter fiendish enemies and cringe with fear, complex sub-plots make you scream with anguish and frustration. But it's a bloody good game.



JAMIE SHRIMPION, Worcs

Brilliant, unstoppable, champion, undefeatable, excellent, 101%, splendid, unbelievable, amazing, superb, spiffing, incredible, No.1, tops, class, cool, brill, super, fabulous, outstanding... (Err, I think we get the message - Noely).



CHARLIE DRURY

I think Zelda is like Mario, over-rated. You buy it, complete it. Then what, huh? I know I'll sell it just like Mario. Why? It gets boring once it's completed.



AZIM NURMOHAMED, London

Banjo Kazooie

WHAT WE SAID

"Banjo is a huge great leap forward. Whereas Mario relied on bright colours to mask the lack of texture on the landscapes BK goes for a

more realistic look (in a kind of Yogi Bear, Jellystone Park kind of a way, if you can ever call that realism.

Rare have lovingly created an absolutely humongous world that's jam-packed with rich and varied textures, along with a huge number of toe-tappingly cheery tunes to accompany you along your way!"

STEVE

GoldenEye 007

WHAT WE SAID

"A brilliant Vodka Martini mix of top class Doom-style action, with a superb film inspired storyline and some brilliant splashes of invention from the Rare team make GoldenEye a truly wonderful cocktail.

Great graphics, a superb score, fine attention to detail and a tremendously fun multi player game are merely the umbrella and cherries on a truly wonderful cocktail that's been carefully stirred by Rare rather than crudely shaken.

Go and buy it immediately, and that 007 is an order."

NOELY

WHAT YOU SAID

You don't even have to think about playing this game. Your hand goes to the controller automatically. Damn!

It's full of action and blood. Couldn't expect better graphics. Damn good!

PANOS SCOURSIS

GoldenEye is the best game in the world. The way you can splat your enemies up the wall. And... by the way, let me carry on playing this ace game.

GRAHAM JORDAN

With the four player mode, GoldenEye is the best game of the year. The best level must have been the train because you kill Ourumov and use the laser watch. Cool.

RYAN OGDEN, Wisbech

This game is so exciting with many levels to try. Even though I play on my own, it's great to play with a friend, especially the Jungle level. GoldenEye is excellent value.

MARCUS COOK, Bucks

WHAT YOU SAID

A company of genius so Rare Made a platformer all 'bout a bear Banjo was his name What an excellent game And I don't care who knows it. So there!

THOMAS MCKAY, Glasgow

Banjo Kazooie is brilliant. The cartoony style makes it suitable for all ages. I love Kazooie's wisecracks throughout the game and in the endings. There are many secrets and fun moves.



TOM BRAJERSKI, London

This game has excellent graphics that will blow you away. You can

discover hidden Mumbo tokens, jigsaws and lots more to find your sister Tootie and kill the fat hag.



SHAUN CARR, Flint

It is cool. The graphics are brill. The levels are full of adventure. It is better than any game I have ever played. I play it all day long. 100%

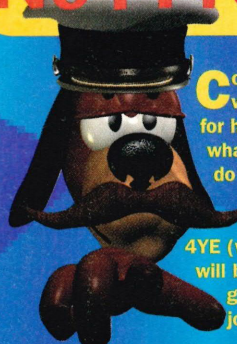


MICHAEL BROWN, Bangor

I have played Banjo for six months now and still don't get bored. It has loads of great features and excellent graphics and the end at Mumbo's hut is great.

SOPHIE MALONE, Warwick

N64 Pro needs you!



Congratulations to Thomas McKay, Glasgow, he wins a copy of Legend of Zelda: Ocarina Of Time for his rather smart Banjo Kazooie limerick. But what's that? You think this reviewing lark's a doddle do you? Well then, just choose any N64 game, fill in the coupon and post it to 'Reader Reviews' N64 Pro, Freeport 3038, Macclesfield Sk10 4YE (with a recent photo) and if it's good enough you will be immortalised in N64 Pro. And if you're really good you'll receive a prize, or possibly even Mark's job. What are you waiting for? Get writing!

Name
Address

Age

The game I'm gonna review is...

And here goes...

N64 PRO

DATABASE

The N64 Pro Database is now bigger than ever! We've got ten pages crammed with **every game ever made** and all the info you'll ever need. The Database is the leading authority on N64 gaming and if you want to buy the best then this is the place to be - **Mark**

How it works

The name of the game

GoldenEye 007

Nintendo

The smoothest secret agent of all time comes to the N64 in the best first-person perspective shoot 'em-up ever made. Control Bond through 20 massive levels (with three difficulty settings) that require ingenuity, sharp shooting and a cool head. GoldenEye's won awards for its brilliance and it fully deserved them. Go out and buy this game now! Right NOW!

Issue 5, Dec '97

Who's responsible

What's it like?

When was it reviewed? Newer games are usually better (but not always!)

0 to a 100!
What's it worth?

94%

Take a look for yourself

The Sore Thumb Award!
Only the finest games need apply

Sore Thumb Award winner

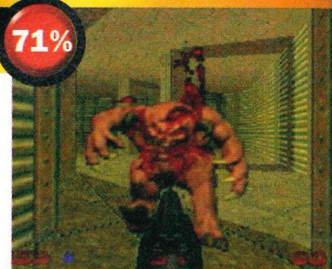
Doom 64

GT Interactive

The original first-person shoot 'em-up hits the N64 in style. All Doom's trademark guns and monsters are now portrayed using the N64's lush graphical capabilities and it looks better than ever. Many people think this is the best shoot 'em-up ever made, but it's well past its prime and the basic gameplay is too simple when compared to the other N64 shooters.

Issue 3, Jan '98

71%



Duke Nukem

GT Interactive

Duke Nukem is murderous mayhem in a fast and frantic style as you take out alien scum with an arsenal of weapons and high explosives. A wealth of levels and a four player death-match makes Duke Nukem a worthy cart for shoot 'em-up fans. But be warned, nobody does it better than Bond, so get GoldenEye first. If Bond's not enough for you then have a word with the Duke.

Issue 3, Jan '98

80%



SHOOTING



Uzi 9mm: GoldenEye 007 96%
Water Pistol: Star Wars: SOTE 59%

Aerofighters Assault

Titus

Get into your jet and take to the skies in this aerial shooter from the makers of Pilotwings. We had high hopes for this one, but the blend of flight sim' and shoot 'em-up barely takes off, let alone strikes against the enemy. More a case of Top Gun than Top Gun as you plod around the skies randomly searching for bad guys. Stick with Pilotwings for all your flying action.

Issue 4, Feb '98

58%



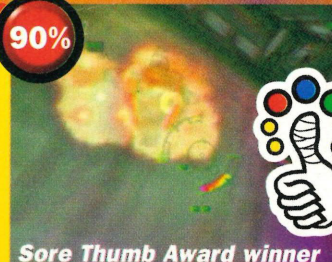
Forsaken

Acclaim

A stunning 3D shoot 'em-up that flew into the office and promptly received a stamp of approval. Imagine Quake 64 with flying bikes and incredible realtime lighting effects. The graphics are amongst the best we've seen on the N64. The one player game is excellent thanks to some really great artificial intelligence and the multi player game's not bad either.

Issue 9, Jul '98

90%



Sore Thumb Award winner

Body Harvest

Gremlin

The world's been taken over by evil aliens who are set to scoff the human race out of existence. Your only hope is to travel through time blowing the nasty blighters back into space. Body Harvest's a stormin' shoot 'em-up with thousands of vehicles and tons of guns. It's also a huge adventure with RPG elements that combine to make this a truly epic game.

Issue 15, Christmas '98

93%



Sore Thumb Award winner

GoldenEye 007

Nintendo

The smoothest secret agent of all time comes to the N64 in the best first-person perspective shoot 'em-up ever made. Control Bond through 20 massive levels (with three difficulty settings) that require ingenuity, sharp shooting and a cool head. GoldenEye's won awards for its brilliance and it fully deserved them. Go out and buy this game now! Right NOW!

Issue 1, Dec '97

96%



Sore Thumb Award winner

Buck Bumble

UBISOFT

Take control of a not-so-humble bumble bee and kick off in a fight against the almighty insect herd. Everything looks huge as you roam around the garden as a tiny insect, but despite having a wealth of good ideas and plenty of novelty value Buck Bumble failed to deliver the goods. The graphics are great, but all the brilliant design is lost amongst the terrible amount of fogging.

Issue 13, Nov '98

70%



Hexen

GT Interactive

A medieval version of Doom that replaces the hi-tech weapons with maces and magic. Old fashioned in every aspect with blocky garish graphics and tired gameplay. Even Doom 64 is better than this and that's starting to look a bit long-in-the-tooth on the all powerful N64. Get the more modern GoldenEye and leave this ancient blaster back in the Middle Ages.

Issue 3, Jan '98

66%



Lylat Wars

Nintendo

This sequel to the stunning Starwing on the SNES is a perfect example of how to update an old classic. Lylat Wars is an absolute stunner that breaths new life into shoot'em-ups with excellent cut scenes, breathtaking graphics, tons of atmospheric speech and brilliant sound effects. You just can't fault a game this good. Outstanding work from the big N!

Issue 2, Xmas '97

91%



Sore Thumb Award winner
flying, Fox.

Knife Edge

Kemco

Whoops! Who let this escape? Imagine a light gun game that doesn't play with a gun but uses the control pad to move a cursor around the screen. Doesn't sound like a screaming success does it? And to prove me right, this poor attempt is boring and far too easy. There are some stunning shooters about, but this isn't one of them. More like a paper cut really.

Issue 17, February '99

52%



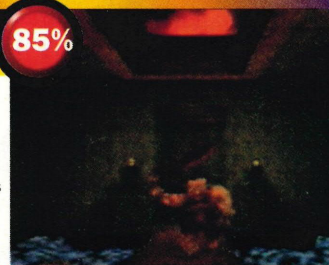
Quake 64

GT Interactive

Quake is the true sequel to Doom and has the same dark and moody atmosphere. Run around mazes filled to the brim with evil creatures, and they're just waiting to be blown to smithereens by your wide variety of large guns. Every bit as good as the 3D enhanced PC version (which was amazing), but still nowhere near the sublime quality of GoldenEye, the best 3D shooter ever.

Issue 7, May '98

85%



Robotron 64

Crave Entertainment

A classic shoot'em-up from 1982 is revamped and thrown onto the N64 for a new generation to enjoy. The graphics are more than a bit basic these days, but the action is as much fun as it ever was. You run around a square blasting everything in sight. It's a bit too simplistic for most people, but good fun for those ancient enough to remember the original.

Issue 7, May '98

65%



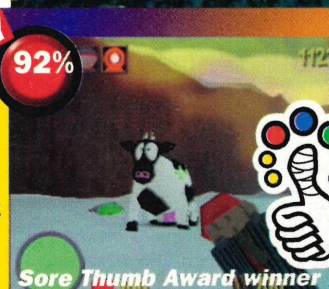
South Park 64

Acclaim

Best described as Turok 2 with turkeys. South Park is brought to life in this 3D shooter as you run around killing everything in sight with an insane selection of weapons. South Park fans'll love all the sharp humour from the TV show and you'll never believe how much sampled swearing your N64 is capable of. One player's okay, but the four player game is where it's really at.

Issue 17, February '99

92%



Sore Thumb Award winner

Star Wars: Rogue Squadron

Lucasarts/ Nintendo

This sort of thing is what the N64 was made for. Become Luke Skywalker and use the force of your N64 to smash up the Evil Empire. The hi-res graphics are to sell your granny for, and the amount of detail on the ships and planets is breathtaking. And you'll never believe how satisfying it is to take out an AT-AT with your snowspeeder's grappling hook!

Issue 17, February '99

92%



Sore Thumb Award winner

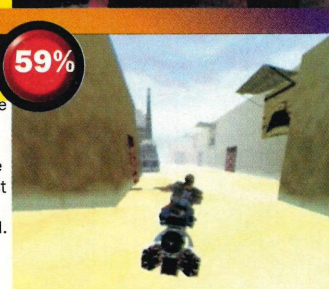
Star Wars: Shadows of the Empire

Nintendo

One of the biggest disappointments so far on the N64. Despite having the best license in the world, this ended up as a hotch-potch of different games that failed to hang together. The only remotely decent part of the game is the first level (flying over Hoth) and that served a higher purpose by inspiring Rogue Squadron to be good. This, however, is the dark side of the force and should be shunned at every opportunity.

Issue 1, Dec '97

59%



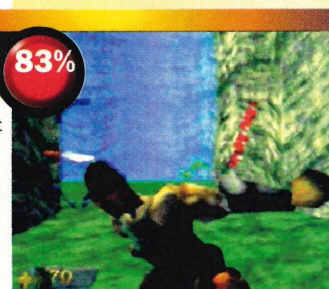
Turok: Dinosaur Hunter

Acclaim

The bloke from Doom pays a visit to Jurassic Park in this dinosaur slaying extravaganza. Great graphics complement the violent gameplay as you run around hacking, shooting and generally obliterating everything. Making dinosaurs extinct is great, but there are too many jumping and platform sections. A great game, but Turok 2 beats this to a dino-pulp.

Issue 1, Dec '97

83%



Turok 2: Seeds of Evil

Acclaim

The dinosaur massacre continues in this stunning sequel. The graphics truly are outstanding and your jaw'll hit the floor when you see the animation of the dinos. The atmosphere is brilliant as you run around taking out vicious monsters. Tons of guns and some of the biggest levels ever seen make this one of the best games on the N64.

Issue 18, Jan '99

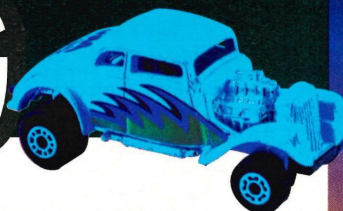
94%



Sore Thumb Award winner

Mmmph mmmf
mmph mmmm!
Mmph mmmf
mmm

RACING



Ferrari F40: F1 World Grand Prix 94%
Robin Rollant: Cruis'n USA 41%

1080° Snowboarding

Nintendo

Strap a plank of wood to your feet and hit the snow filled piste with this thoroughly wonderful snowboarding game. 1080° is a flawless reproduction of the wet white stuff with beautiful scenery and the finest animation ever seen. The game itself is great fun in both single and multi-player modes and the time-attack and trick sections will have you glued to your N64.

Issue 4, Feb '98

93%



Sore Thumb Award winner

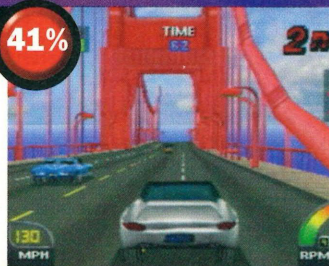
Cruis'n USA

GT Interactive

This was good fun in the arcade, but by the time it appeared on the N64 it was old and out of date. The bland graphics and jerky animation were combined with sluggish and unpredictable gameplay to ruin any fun factor the arcade game had. To top it all the cruise (and the entire game) can be completed in less than five minutes. Cruise past this game in the shops.

Issue 6, Apr '98

41%



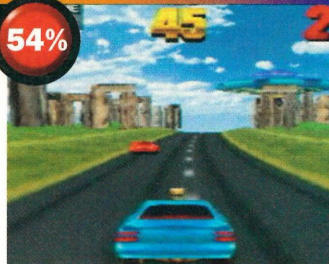
Cruis'n World

Nintendo

Far better than its predecessor (Cruis'n USA), but still not good enough to cut it on the N64. Cruis'n World is firmly based in an arcade-style that places entertainment above reality with wheelies and jumps. The graphics are a vast improvement, but this only highlights the poor gameplay. Dull to play and still too easy to finish. Don't book a place on this cruise!

Issue 13, Nov '98

54%



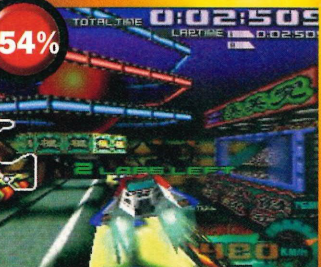
Aero Gauge

ASCII

Tear around futuristic courses in this F-Zero wannabe. Fast gameplay, but the speed has been bought at the expense of the graphics. The tracks are a bit bland and there is a lot of fogging and pop-up that sometimes make the track disappear entirely. It wasn't particularly hot to begin with and now that F-Zero X is out you'd be better leavin' this futuristic racer in the past.

Issue 5, Mar '98

54%



Diddy Kong Racing

Nintendo

Jaw-droppingly outstanding, DKR takes Mario Kart 64 and improves it in every way. Fantastic graphics, great gameplay and you get to race karts, planes and hovercraft through a huge variety of tracks. The single player mode is an interesting adventure that's a real challenge and the multi-player game is one of the best ever made. Buy it - it's the law.

Issue 3, Jan '98

91%



Sore Thumb Award winner

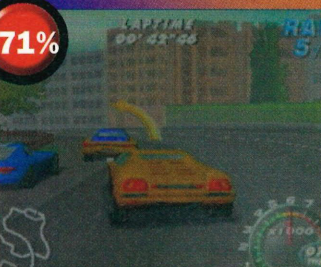
Automobili Lamborghini

Titus

Unfortunately, the French company Titus seem to have been more inspired by a Citroen 2CV than a Lamborghini. Desperately dull gameplay and twitchy controls make this an awkward and unrewarding experience. F1 World Grand Prix has shown us just how good an N64 racing game can get, so buy that and leave your Lamborghini sitting in the garage.

Issue 4, Feb '98

71%



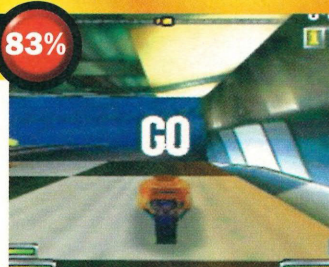
Extreme G

Konami

Ride futuristic bikes in this blindingly fast racing game. Extreme G is certainly no slacker and on the rare occasions it slows down you might have time to notice the amazing graphics. This is a fine racing game complete with four player racing and battle modes. The sequel is on the way though and that's even better, so it might be a good idea just to hang on for a bit longer.

Issue 1, Dec '97

83%



I'm so hungry I could eat a Porsche!

Extreme-G XG2

Acclaim

After F-Zero X and WipEout comes the latest in futuristic racing games. XG2 sees you racing motorbikes from the future up, down and all around. Worth owning in a third-best-but-still-quite-good kinda way. The graphics are especially nice after the bland F-Zero X, but the sensation of speed just isn't there. Get WipEout and F-Zero first, then if you're still hungry, get XG2.

Issue 16, January '99



88%

F-Zero X

Nintendo

Nintendo's remake of the SNES classic gets off to a flying start thanks to its unrelenting pace, wonderful controls and an amazing four player mode. Each race blows you away with speed to die for, a huge amount of tracks and 30 cars racing all at once. The only downer is the graphics which are decidedly bland. But the stunning gameplay more than makes up for it.

Issue 12, Oct '98



90%

F1 Pole Position

Ubi Soft

This was an average racer to begin with and the recent release of F1 WGP only highlights how much better a F1 racing game can be. The graphics are bland, the game is boring and the controls are wholly unrealistic. F1 Pole Position sits in the pits whilst F1 WGP takes pole position, stays in the lead and goes on to win the race. Don't confuse the two!

Issue 1, Dec '97



64%

F1 World Grand Prix

Nintendo

F1 WGP is astounding, and puts all the other racing games we've ever seen on any system to shame. The photo-realistic graphics compliment the stunningly accurate realism and almost sinister attention to detail to the races. This is an F1 fan's dream come true as everything that happened in the 1997 season is magically recreated, but with you behind the wheel.

Issue 13, Nov '98



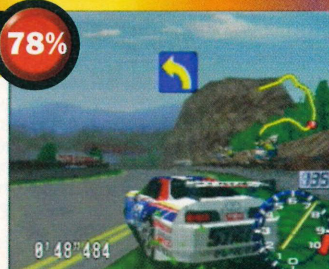
94%

GT 64

Ocean

An average racing game that falls short in almost every aspect. The graphics are okay until they move then everything jerks around like a film from the 1920's. The handling is just plain wrong and it feels nothing at all like driving a car as you just bounce around the walls of the track. If you're after a realistic racer then go for F1 World Grand Prix and leave this alone.

Issue 11, Sep '98



78%

Mario Kart 64

Nintendo

Mario Kart makes a stunning debut on the N64 with great graphics and a stunning four player mode. The characters are huge and well detailed and it's great fun to play, but the power-ups make the multi player mode more a game of luck than skill, which can be annoying. Diddy Kong Racing is a better game, but Mario Kart still has a special place in our hearts.

Issue 1, Dec '97



91%

M.R.C

Ocean

One of the first true racing games for the N64. The action takes place Sega Rally-style over three courses (with a mixture of both on and off-road racing). There's only three tracks which ruins everything though. By no means the worst N64 racing game we've ever seen, but still far from the best. Get F1 WGP if you're after a serious car racing game.

Issue 1, Dec '97



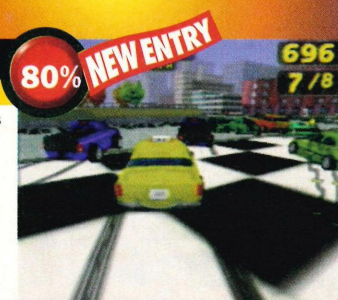
72%

Rush 2: Extreme Racing

GT Interactive

San Francisco Rush is back with a bang and it's better than ever. It still has the same madcap feel of the original, but this time the stupid jumps have been tempered and the steering's been sorted out making the whole game much more fun. It's no Diddy Kong Racing or F1 WGP, but it still manages to entertain anybody who looks past the dull graphics and dismal sound.

Issue 17, Feb '99



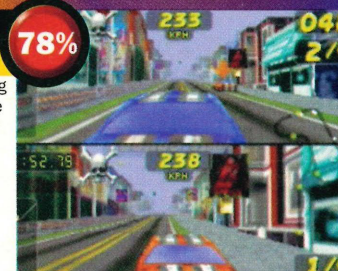
80%

San Francisco Rush

GT Interactive

Realism is abandoned in favour of gravity defying jumps and ludicrous shortcuts. The graphics are garish, the sound is laughable and the controls aren't perfect, but despite all that this still manages to be one of the most entertaining racing games around. There's plenty of tracks and the two player mode's great fun. Just don't expect anything serious.

Issue 3, Jan '98



78%

S.C.A.R.S.

Ubisoft

Futuristic racing game in which you get behind the wheel of a beast (quite literally!) You get to tear around as an animal of your choice in this odd looking game. The graphics are a treat to behold and the racetracks are crammed with weapons. It just falls short of the greatness achieved by Mario Kart and F-Zero X, but still managed to grab our attention.

Issue 18, Jan '98



85%

Snowboard Kids

Atari

A truly wonderful racing game that appeared out of the blue and took the N64 Pro office by storm. Ton down varied and cunningly designed ski slopes, all the time pulling stunts and collecting weapons. At the end you scramble onto a ski lift that takes you back to the top, making laps possible in a downhill race. Not as good as Diddy Kong Racing but still a lot of fun.

Issue 7, May '98



84%

Top Gear Overdrive

NEW ENTRY

Kemco

Top Gear returns for a second stab at being the N64's best racing game. The graphics are great (especially if you've got a ex-pak for hi-res) and the cars are lovingly designed. The realism of Top Gear Rally has been abandoned, but this still has a more serious feel to it than a game like Mario Kart. The handling's not perfect, but it's fast and the multi-player game's a lot of fun.

Issue 17, Feb '99



91%

Top Gear Rally

Kemco

An interesting rally racer with some excellent car dynamics. The suspension is incredibly realistic and the car responds to every slight bump in the road. The graphics are a bit bland though and it feels sluggish at first, but as you earn faster cars the game becomes a real speed challenge. Not as good as F1 WGP but still one of the best racing games you can buy.

Issue 3, Jan '98



83%

V-Rally: Edition '99

Infogrames

Thanks to the power of the N64 this old GreyStation game's been given a new lease of life. The graphics are better than ever and the huge amount of tracks and tons of cars'll see you racing well into next year. But it'll take that long to get to grips with the outrageously over-sensitive handling. Tricky at first, but amazing once you get into it. Check it out!

Issue 15, Christmas '98



90%

Wave Race

Nintendo

Don your wet suit and go jet-ski racing in one of the finest racing games ever to grace a home console. The graphics are wonderful and the water effect is so realistic you want to wear flippers whilst playing. A challenging championship mode, an excellent two player mode and a highly original stunt mode give this a long life. Brilliant stuff!

Issue 1, Dec '97

91%

Sore Thumb Award winner



WipEout

Midway

You're not short of options when it comes to futuristic racing on the N64. And this is one of the best ones ever made. This takes a PSX classic and gives it the N64 treatment. With better graphics, superb sound and a four player mode this is a brilliant racing game. The N64 control stick improves the steering and with a bit of practice you'll move faster than light!

Issue 16, January '98

92%

Sore Thumb Award winner



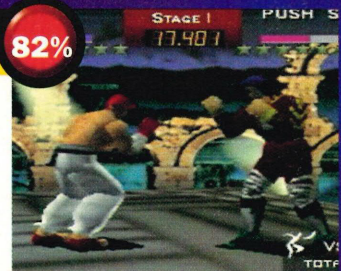
Fighter's Destiny

Ocean UK

A great fighting game with a true arcade look and feel to it. The graphics are a bit bland but apart from that this is one of the best beat'em-ups you can buy. Mortal Kombat 4 is slightly preferred in the office (despite its lower score) but that's only because we're suckers for the blood and gore. If it's fighting action you're after then you can't go wrong with either game.

Issue 5, Mar '98

82%



Mace: The Dark Age

GT Interactive

A hack 'n' slash fighting game with enough dungeons 'n' dragons inspired characters to keep even the most ardent warlocks happy. Despite the dodgy character design the graphics are good and the backgrounds are fully interactive. But Mace still fails to fully deliver the goods and ends up as a rather lacklustre affair. The fun is short-lived and soon wears off.

Issue 3, Jan '98

69%



FIGHTING



Jean Claude Van Damme: Mortal Kombat 4 85%

Big Girls Blouse: Mortal Kombat Mythologies 28%

Bio Freaks

GT Interactive

An absolute bloodbath of a beat'em-up from Midway. Up to two players can hack each other apart limb from limb in Monty Python-esque Black Knight fashion including a ludicrous amount of blood. This beat'em-up got a cheer from most of the N64 Pro crew along with shouts of 'none shall pass' and 'tis but a flesh wound.' Not perfect, but great fun anyway.

Issue 10, Aug '98

82%



Clayfighter

Interplay

Oh dear! What's this deeply poor game doing on our super console? Flat 2D characters are badly animated and combined with abysmal gameplay and sluggish controls. Not the best start and the dubious, and frankly unfunny, attempt at humour doesn't help either. I could go on, but let's just say this should have been 'Kiln at birth' (Get it?) Nevermind!

Issue 4, Feb '98

33%



Dark Rift

Vic Tokai

An early attempt at a beat'em-up on the N64 which is by no means the worst, but certainly not the best. The characters are interesting, but the graphics are bland and the gameplay is shallow and uninvolved. It's fun at first but soon becomes a bore. Dark Rift was never the best N64 beat'em-up and these days Fighter's Destiny and MK4 beats this into a pulp.

Issue 2, Xmas '97

71%



Dual Heroes

Hudson Soft

Power Ranger look-a-likes do battle in this uninspiring beat'em-up. The graphics are garish, the design is pugnacious and the fights are weird and disjointed. The game has some okay ideas, such as the mirror mode where the CPU learns your moves and uses them against you, but it's not enough to rescue this dire effort. Do yourself a favour and choose a better beat'em-up.

Issue 5, Mar '98

35%



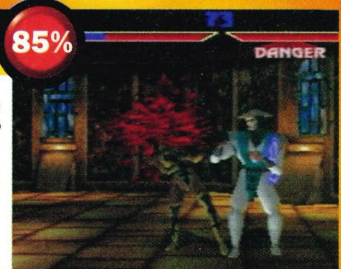
Mortal Kombat 4

Midway UK

Mortal Kombat finally goes 3D and turns out to be one of the best beat'em-ups ever made. Take control of one of 15 ludicrous nut-jobs and try to disembowel all the other psychos. The trademark blood and gore is splattered throughout the game and it now looks better than ever. The action is fast and furious and it plays just as well as the 2D Mortal Kombat games. Great!

Issue 11, Sep '98

85%



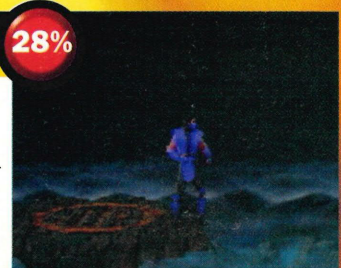
Mortal Kombat Mythologies

GT Interactive

A horrible mixture of beat'em-up and 2D platform game that leaves a sour taste in the mouth. The graphics are ridiculously sub-standard (they'd look bad on a SNES) and the gameplay is nothing short of horrifying. Even die-hard Mortal Kombat fans have to admit that asking 40 quid for this is laughable. Do yourself a favour and steer clear.

Issue 6, Apr '98

28%



Mortal Kombat Trilogy

Midway

The Mortal Kombat series has bludgeoned its way through videogaming history with all the finesse and style of Noely at a Miss World competition. The 2D MK games were always a bit clumsy but these days it they look completely out of place on the N64. Even if you're fanatical about Mortal Kombat there's no reason to buy this now that MK4 has been released.

Issue 1, Dec '97

48%



Rakuga Kids

Konami

Just about as mad as games can get before they are officially carted away by men in white coats. You control the fightin' kids as they transform into tanks, washing machines, 70's disco divas, scissors and so on. Stupid, dumb, but lots of fun. It's quirky rather than good and the fun factor is too short-lived. Rent it out for the night and you'll have a top laugh.

Issue 17, Feb '98

65%



War Gods

Midway

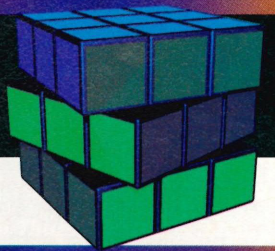
Midway aren't going to win many friends with this tired attempt at a beat'em-up with preposterous special moves, terrible controls and a complete and utter lack of involvement. Following a War Gods vs. Clayfighter heated debate we decided that this is still the worst fighting game on the N64. Become a pacifist atheist and just say no!

Issue 2, Xmas '97

38%



PUZZLE



Blankety Blank: Wetrix 90%
Family Fortunes: Tetrisphere 60%

Bust-A-Move 2

Acclaim

The absolute classic puzzle game makes its appearance on the N64. Take control of two cute dinosaurs as they aim and throw coloured bubbles up the screen in an attempt to get three of the same colours touching so they burst. Simple enough with dated looks, but it's still one of the best puzzle games ever made and fantastic with two players.

Issue 10, Aug '98

85%



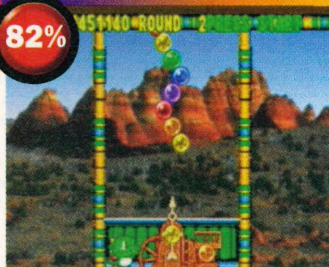
Bust-A-Move 3

Acclaim

The bubble popping extravaganza heads to the N64 in this wonderful puzzler. Same game as before, but now up to four players can fight it out by popping their bubbles first. The multi player game is better than ever, but the one player's pretty much the same and if you bought B-A-M 2, then you'd be better off buying something else. Just make sure you own at least one version!

Issue 17, Feb '99

82%



Glover

Hasbro

Let's have a big hand for the N64. Alright, alright, you can all stop applauding now, I was talking about Glover. In this wonderful puzzler you control a white glove through several beautiful worlds. The glove comes complete with a bouncing ball that you throw around. It looks a bit like Mario, but it'll tax your mind more than your ability to hop. Truly original!

Issue 15, Christmas '98

83%



Space Station: Silicon Valley

Take 2

A wonderfully weird 3D puzzle game. Silicon Valley is a series of Mario-style worlds populated with bizarre hi-tech animals (like the hovering sheep and dogs armed with rocket launchers). You can take control of any animal you encounter to help you through the deviously designed levels. Every bit as odd as it sounds and stacks of fun.

Issue 16, January '99

92%



Sore Thumb Award winner

Tetrisphere

Nintendo

Tetris comes full circle in this brand new spherical version. It's hard to get to grips with at first, but the lush graphics make you persevere. There are no adrenaline rushes to be found here with a somewhat sedate pace as you work your way around the puzzles. The game tends to feel a bit bland when compared to the panic-inducing original.

Issue 5, Mar '98

60%



Virtual Chess

Titus

Chess hits the N64 and unsurprisingly fails to change our lives. Animated pieces hack each other apart until the novelty wears thin and you switch to the 2D mode - which is identical to every other chess game ever made. Virtual Chess does have an excellent training mode though and your N64 plays a mean game. Worth looking at!

Issue 11, Sep '98

72%



Wetrix

Ocean

You'll have lots of fun if you get this splashing game. Guide falling Tetris-style blocks to build circular dams and wait for the heavens to open. Then everything becomes manically tense as you try to guide new blocks and water so that nothing is spilt over the sides. Difficult to begin with, but given practice this becomes the best puzzle game since Tetris.

Issue 8, Jun '98

90%



Sore Thumb Award winner

PLATFORM



High Rise Skyscraper: Banjo-Kazooie 96%
Bungalow: Iggy's Reckin' Balls 68%

Banjo-Kazooie

Nintendo

This game is a work of sheer genius and you simply won't believe your eyes when you see the amazing graphics. You take control of a bear and bird on a quest to save Banjo's sister from the clutches of an evil witch. The levels are huge with tons of detail and loads to do. Like Super Mario 64 but better (need we say any more). Just go straight out and buy it!

Issue 11, Sep '98

96%



Sore Thumb Award winner

Bomberman 64

Hudson

The original video game urban terrorist returns in an all new 3D outing on the N64. Run about dropping bombs in the path of your fellow 'man and avoid blowing yourself to smithereens. The N64 version has a new adventure mode which is great fun and pretty challenging. But Bomberman is famous for the multi player mayhem which was disappointing in this version.

Issue 4, Feb '98

70%



Look up there.
It's a plumber
wearing bunny
rabbit ears!

Bombberman Hero

Hudson

Bombberman is back with a blast in a N64 3D platform game. For the first time ever, Bombberman can jump around a variety of levels turning the traditional run and bomb game into a 3D Mazza-like platformer (with lots of explosions). Much better than the muddling Bombberman 64, but not as good as Super Mario 64 or Banjo-Kazooie.

Issue 9, Jul '98

83%



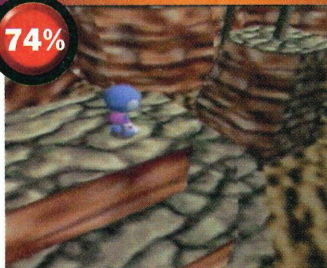
Chameleon Twist

Sunsoft/ Ocean

A fine 3D platform game with a number of novel twists (ahem). Not least is having to perfect your tongue action to play the game. Whilst lacking the polish of Mario 64 this is still an enjoyable experience. Unfortunately it's all over far too quickly for the average gamer due to a ridiculously easy difficulty level. But it's great fun while it lasts.

Issue 3, Jan '98

74%



Gex

GT Interactive

A nice attempt at a 3D platform game with a quirky sense of humour. Gex subverts all your favourite film and television shows by starring a wisecracking gecko that runs around making fun of everything from Star Wars to Bugs Bunny. It's a shame that the average graphics, sloppy controls and poor camera angles ruin all the good fun. Try something else.

Issue 14, Dec '98

75%



Iggy's Reckin' Balls

Acclaim UK

An original mixture of platform game and multi-player racing as you take control of a ball and race around a 3D course made of platforms. The ideas original but in this instance the actual game turned out to be a dull affair with a very limited lifespan. A nice concept, but it's a shame that the final version wasn't as good as our expectations.

Issue 13, Nov '98

68%



Mishief Makers

Enix

A wonderful 2D platform game like you've never played before. Control Marina, a deranged robot schoolgirl who has to rescue a kidnapped pervert scientist. The insane plot compliments this wonderfully surreal game. The gameplay is stunning, which is a good job really as the graphics are terrible. Worth getting if you see it going for a good price.

Issue 3, Jan '98

80%



Starshot: Space Circus

Infogrames

The Space Circus puts on the greatest show in the known Galaxy. You're Starshot, the Star Juggler, but your job's under threat from the Evil Virtua Circus who are taking over your business. It's up to you to scour space for some new oddities for the Circus. This is a truly bizarre with a wicked sense of humour and some wonderfully designed characters.

Issue 15, Christmas '98

85%



Super Mario 64

Nintendo

The best video game ever? It's certainly up there as one of the finest. This is a true classic in every sense of the word and takes all the best bits from previous Mario games and beautifully adapts them into a highly detailed 3D world. Mario 64 took platformers to the next generation and every N64 owner should have a copy of this in their collection.

Issue 1, Dec '97

94%



Sore Thumb Award winner

Yoshi's Story

Nintendo

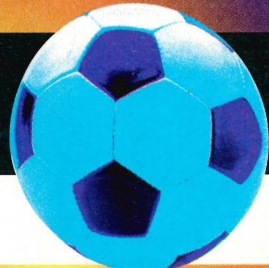
Our favourite hungry dinosaur returns in an all new N64 eating fest. Yoshi hasn't made it into 3D, but this has to be the most beautiful 2D platform game we've ever seen. Very easy to complete, but the huge amount of hidden objects and special ways to score enhance its longevity. It's designed for younger kids, but still take a look if you're into platformers.

Issue 8, Jun '98

88%



SPORTS



Footy: ISS '98 96%

Rounders: NBA Pro '98 65%

All Star Baseball

Acclaim

Serious baseball action reaches the N64 with the best graphics ever seen. Everything is in crystal clear, super sharp hi-resolution earning All-Star Baseball a well deserved stamp of approval. But, it was a bit too serious for some of the team who prefer Ken Griffey's game of ball. Well worth getting if you're into baseball as the level of realism is outstanding.

Issue 10, Aug '98

90%



Sore Thumb Award winner

FIFA '98: RTWC

Electronic Arts

A vast improvement on its predecessor. FIFA 98 is the footy game that FIFA 64 should have been with better graphics, improved controls and a host of neat touches. It's also got the official FIFA license with more real teams and players than you could shake a stick at. ISS is slightly better, but EA deserve a lot of credit for turning FIFA around. This deserves every success.

Issue 4, Feb '98

87%



ISS 64

Konami

Konami scores a blinder with a superb representation of our beautiful game and one that consigns all the opposition to relegation. Superbly realistic, beautiful looking with a huge array of moves and ways to score. The more you play it the better it gets, making this a footy fan's dream. Only bettered by its (very similar) sequel but still a fine game to own.

Issue 1, Dec '97

90%



Sore Thumb Award winner

ISS '98

Konami

No game has caught our attention and sucked up our time more than ISS '98. The best football game ever made represents an almost perfect rendition of the sport. A wealth of features complement the fast paced gameplay. You'll be hooked on finding new tactics and ways to score. Video games don't come better than this so go out and buy it - NOW!

Issue 12, Oct '98

96%



Sore Thumb Award winner

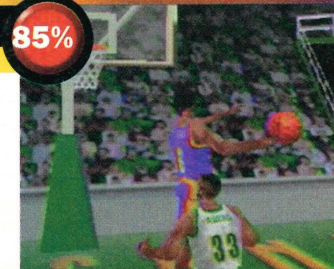
Kobe Bryant In NBA Courtside

Gametek

The first game to appear under the Nintendo Sports label finally gives basketball the treatment it deserves. More serious than Hangtime and less fuzzy than NBA Pro, this is a fun, action packed and easy to play basketball game that balances serious sport with playability. If you're into basketball then take a look at this.

Issue 9, Jul '98

85%



Madden '98

Electronic Arts

The long standing mark of excellence for American footy fans. Madden hits the N64 and promptly received a Sore Thumb Award. As good as it ever was, Madden now takes the power of the N64 and uses it to provide realistic graphics and excellent gameplay. A truly brilliant game that perfectly captures the American sport. The only problem is Madden '99, reviewed this issue

Issue 3, Jan '98

90%

Sore Thumb Award winner



Madden '99

Electronic Arts

Madden '99 takes American Football and kicks it to such high standards that the rest of the world might as well go home. Madden's always been the best at American Football, but this all singin' and dancin' hi-resolution version even makes even the wonderful Madden '98 look out-of-date. The N64 shows the world how to bring a sport to life. Join the rush to buy this game!

Issue 15, Christmas '98

92%

Sore Thumb Award winner



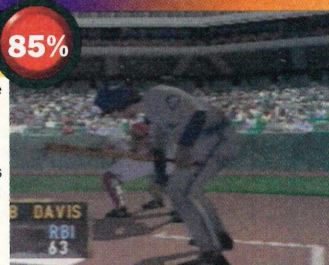
Major League Baseball

Nintendo Sports

Another baseball game storms into the Pro office and joins the long line of games depicting the American version of rounders. Less serious than All-Star Baseball (its main competitor), and the graphics aren't as good. But in many ways this is much more fun to play. The gameplay shines and has won Ken Griffey many admirers. Take a look if ASB seems too serious for you

Issue 11, Sep '98

85%



Nagano Olympic Hockey

Midway

Wayne Gretzky's hockey makes its third appearance on the N64, this time with all the official teams from the Nagano Olympics, but very little else. It's just as good as it ever was, but we're getting a bit tired of seeing exactly the same game appear every couple of months with just a few tweaks. Good fun but, NHL Breakaway '98 is a better game.

Issue 7, May '98

84%



Nagano Winter Olympics

Konami

Track n' Field heads north in this snow bound sporting spectacular. Compete in 10 different events ranging from snowboarding to speed skating. If that's not enough, you'll never believe how much fun multi player curling can be (I'm being serious). A bit drab in the one player mode, but two or more players will find a great game that held up work in our office for days.

Issue 5, Mar '98

90%

Sore Thumb Award winner



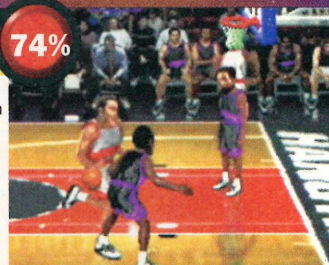
NBA Hangtime

Midway

What this latest edition of NBA Jam lacks in technical innovation it more than makes up for in terms of gameplay. More of the same fast and frantic two-on-two basketball madness which will undoubtedly put some people off. Great for arcade enthusiasts with gravity defying moves and exploding baskets. But basketball fans should go for Kobe Bryant's game of ball.

Issue 1, Dec '97

74%



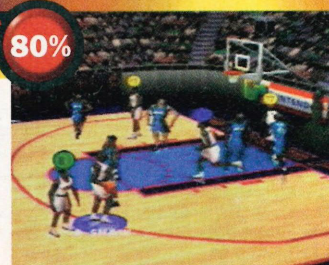
NBA Jam '99

Acclaim

Realism is taken to new heights in this new version of basketball. All the teams, players and enough stats and player trading to send your brain into a coma. The game itself is pretty good with a useful system of passing that assigns a button to each player, allowing you to chuck the ball around at will. But it's really one for hoop addicts with the realism annoying non fans.

Issue 17, Feb '99

80%



NBA Pro 98

Konami

The second basketball game is dunked onto the N64 and unlike NBA Hangtime, this is a decidedly serious affair. All the teams and players are fully represented but the graphics are so blurry that any detail is lost in a sea of fuzz. The game itself is very tedious and you're left wondering where your money went. Go for Kobe Bryant instead and you'll be much happier.

Issue 17, Feb '99

65%



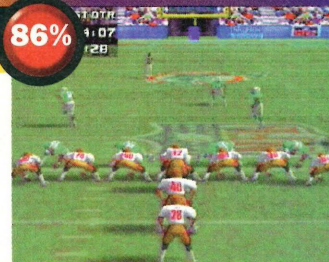
NFL Quarterback Club

Acclaim

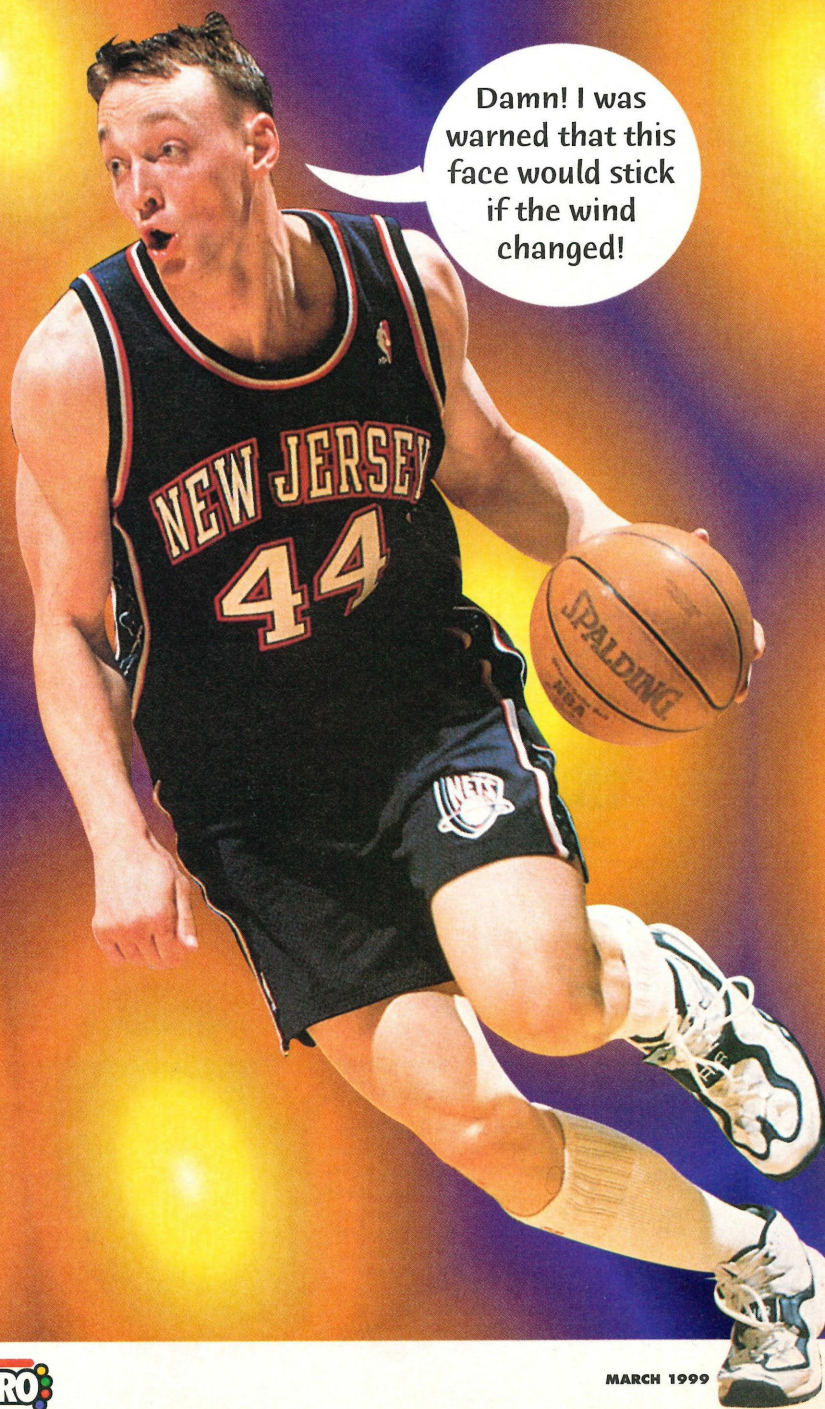
Another American football game joins Madden 64, but just fails to go the whole nine yards. Graphically superb with exceptionally detailed characters and one of the first games to use the stunning hi-res mode on the N64. It looks beautiful but despite its pretty face it just doesn't play as great a game as Madden. Even so this is a fine game to own.

Issue 3, Jan '98

86%



Damn! I was warned that this face would stick if the wind changed!



NFL Quarterback Club 99

Acclaim

Incredibly, this game manages to look even better than last year's visual feast. Lovingly rendered in hi-res detail, this has to be one of the best looking games ever. Underneath all the graphical trickery is a solid American football game with loads of stats and plenty of realism. We still prefer the gameplay found in Madden, but fans'll be pleased with either game.

Issue 18, January '99

84%



NFL Blitz

GT Interactive

American Football with a difference. The difference being that it's actually fun, even for people who wouldn't know their Pro-Form setup from the posts. It looks and plays superbly with fast moving graphics, furious violence and gameplay that's simplicity itself (which is both a good and bad thing). Despite our fears over longevity this remains a firm office favourite.

Issue 14, Dec '98

89%



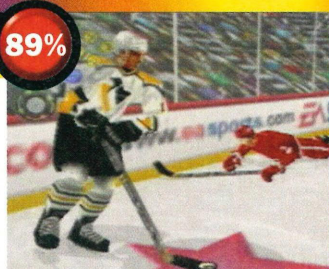
NHL '99

Electronic Arts

Ice hockey makes yet another appearance on the N64 and still remains a firm office favourite. The violent combo of ice skates and large wooden sticks make this one of the best sports ever. NHL '99 recreates the atmosphere of an ice rink thanks to the wonderful sound effects and superb graphics. The game is less frantic than Breakaway, but great fun anyway!

Issue 15, Christmas '98

89%



NHL Breakaway

Acclaim

The fast, frantic and violent combination of ice skates and wooden sticks is brought to life on your N64. The graphics are amazing with highly detailed, well animated hockey players. Breakaway perfectly captures the spirit of an ice hockey match and it plays like a dream. Like all the best games it's easy to get into but difficult to master. Great stuff!

Issue 7, May '98

90%



Sore Thumb Award winner

NHL Breakaway '99

Acclaim

Ice hockey is brought back to life in Breakaway's second outing. Comparing it to the last version though is a bit like playing a spot-the-difference competition. Exactly the same game has been released with hardly any difference whatsoever, so you'll feel mugged if you buy both versions. It's good, but it got such a low score because of the lack of any changes.

Issue 17, Feb '99

68%



NEW ENTRY

Waialae Golf

T & E Soft

Head for the green and whack balls around all day long with this rendition of one of the most leisurely sports. Unfortunately a good walk isn't the only thing that's ruined by this game. The gameplay is shoddy and the graphics are rubbish. This is the first golfing game to appear for the UK N64, but it's certainly not the last. So hang on for a bit longer.

Issue 13, Nov '98

69%



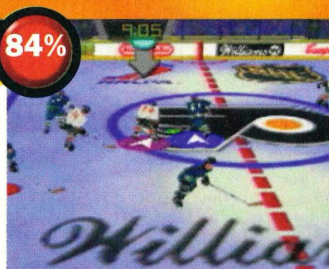
Wayne Gretzky's 3D Hockey

Midway

This is a lightning-paced ice hockey game that mixes sports simulation with arcade action and plays at over 100 mph. The single player game is great fun, but for a real treat get some mates 'round for the four player game. It's almost as much fun as ISS '98. Whilst this isn't the best sports game on the N64, it's still a lot of fun and well worth checking out.

Issue 2, Xmas '97

84%



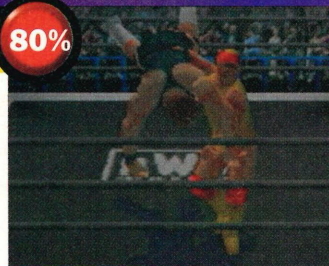
WCW vs. NWO

THQ

Wrestling action hits the N64 with this fine beat'em-up. Some great animation, loads of moves and clever touches recreate the fun atmosphere of American wrestling. The four player free-for-all was enjoyed by practically everyone in the office. Great stuff for fans of wrestling and even haters of Hogan would enjoy this beat'em-up.

Issue 4, Feb '98

80%



WCW/NWO Revenge

THQ

Wrestling storms back onto the N64 and the fight between WCW and WWF Warzone continues unabated. The graphics are as stunning as ever and there's more detail on these burly blokes than on any other sports game. The gameplay is similar to the original and you still have to work up the crowd to get yer special moves. Check it out if yer a wrestling fanatic.

Issue 15, Christmas '98

85%



World Cup '98

Electronic Arts

The latest instalment in the FIFA series kicks off on the N64. It's almost identical to its predecessor, FIFA: RTWC, so we have doubts about buying the same game twice. Still, it looks good and has a realistic feel thanks to the official license. There's also a Classics mode where you play teams from the 1960's. Good, but not as great as the almighty ISS '98.

Issue 8, Jan '98

87%



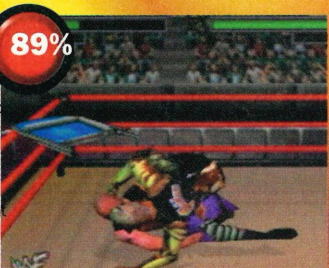
WWF Warzone

Acclaim Out Now

The third representation of wrestling on the N64 has plenty of little touches that are sure to keep you amused (and I'm not just talking about the Lycra pants). You can even design your own wrestler in a terrifying mixture of beast-creator meets Barbie clothing simulator. Jokes aside, this is a seriously good wrestling game with great graphics and good controls. Worth getting.

Issue 13, Nov '98

89%



RPG/ADVENTURE

King of the Castle: Zelda 64 98% Dirty Rascal: Holy Magic Century 60%

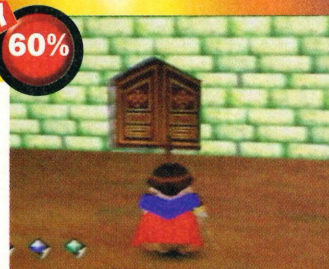
Holy Magic Century

THQ

Take control of (the life of) Brian and guide him through his quest to find his father. Using the four elements of earth, wind, fire and water you can cast a wide variety of spells. Good graphics and a novel fighting system help keep it from completely dying. But the story is duller than Noely's diary and let's face it, Zelda kicks its arse all around the castle!

Issue 17, Feb '99

60%



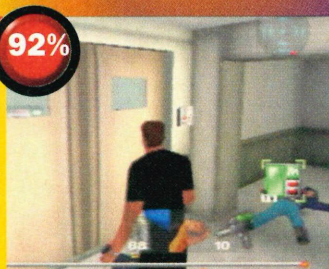
Mission: Impossible

Ocean

After countless delays this game sneaked out of high security and was exposed as surprisingly good after all. But it's not a bit like GoldenEye so don't get too excited. This adventure will tax your mental ability more than your trigger finger (which is why it's here and hangin' out with the shooters). The graphics vary between great and bland but the game is fun and challenging.

Issue 12, Oct '98

92%



HALL OF FAME

The all new top-ten best games ever. If two scores are the same team preference comes into effect

- 1 **Zelda** 98%
- 2 ISS '98 96%
- 3 GoldenEye 007 96%
- 4 Banjo-Kazooie 96%
- 5 Mario 64 94%
- 6 F1 World Grand Prix 94%
- 7 Turok 2: Seeds of Evil 94%
- 8 1080 Snowboarding 93%
- 9 Body Harvest 93%
- 10 Star Wars: Rogue Squadron 92%



Mystical Ninja Starring Goemon

Konami

This is a weird one and no mistake. Guide Goemon around a surreal 3D world whilst talking to people about the large peach-shaped UFO that has invaded their world. The Goemon series has been praised for its inventiveness and the wealth of mini-games in this version is no exception. Only let down by the amount of time you have to spend plodding around.

Issue 7, May '98

83%



Zelda 64: The Ocarina of Time

Nintendo

The best game ever made! You control Link through a massive adventure as he attempts to rescue Princess Zelda and save Hyrule from the terror of the evil Ganondorf. Zelda's got it all: amazing visuals, fantastic sound, addictive gameplay, a great story and a huge world so lovingly crafted it feels real. If you only ever buy one more game in your life, buy Zelda.

Issue 18, January '99

98%



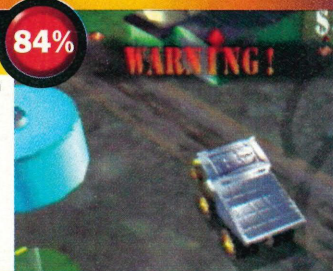
Blast Corps

Nintendo

Cause wanton destruction on a global scale with this smashing game from Rare. Use military specification demolition vehicles to clear a path for a runaway nuclear missile carrier, and destroy absolutely everything in its way. The graphics are excellent, it's refreshingly original, manically tense and incredibly addictive. Altogether this is a right good blast!

Issue 1, Dec '97

84%



Pilotwings 64

Nintendo

Up there with ISS 64 as the N64 Pro team's favourite N64 game. Hours of pleasure as you perform hang-glider, rocket belt and gyrocopter missions. It's got a somewhat sedate pace at times but don't be fooled into thinking this is boring. As the missions progress it becomes manically hectic as you bomb around the skies trying to complete the game. Wonderful!

Issue 1, Dec '97

91%



Sore Thumb Award winner

Rampage World Tour

GT Interactive

Up to three players take control of George, Ralph and Lizzie to run around causing as much mayhem as possible when you're a 30 foot high Noely look-a-like. Whilst this game was 'monster' in the eighties it now has all the charm of a drunken flesh eater with bad breath. Blast Corps is a far better game of manic destruction. Leave this in the past.

Issue 9, Jul '98

33%



IMPORT

The Import gang are a moody bunch and refuse to play without a working converter!

The Best...

Famista 64

A wonderful cartoony baseball game that plays like a dream. The Japanese text doesn't get in the way either. Great!

90%



Let's Smash

Top-notch tennis action with a cartoon look and feel. You can even dress up the players and play strip tennis!

92%



...And the rest

Alice in Trump World 64 68%

Desperately odd game which sees Alice (in wonderland) talking in Japanese and playing a variety of card games. Avoid!

Augusta Masters 80%

Not a bad attempt at golf that entertained us for a while. Far from perfect but still a great laugh with two players!

Choro Q 48%

A similar game to Mario Kart but the Jap text ruins the game. This'll be released in the UK as Penny Racers so wait 'till then.

Dezaemon 3D 20%

Shoot'em-up construction kit that falls on its face because of the Japanese text. Wait until an English version is released.

Fire Electric Pen 60%

N64 version of the classic 'guide the hoop along the wire without touching the sides' game with mad Japanese speech.

QASP: Fighters NEXTeam 70%

Not the best fighting game ever made but fairly good fun anyway. Go for Fighter's Destiny or MK4 instead.

Jeopardy 38%

American quiz show where a host gives the answer and you give the question. But it's too Americanised for most people.

NASCAR 78%

A good rendition of a fairly dull car race. Bulky American monsters race around oval tracks. It gets boring after a while.

Oozumo 75%

Head slappin' fun is to be found in this manic rendition of sumo wrestling. It may be a bit basic, but it's a great laugh.

Powerful Pro Baseball 5 69%

Big Head Baseball action lands on the N64 and gets a cautious welcome from us. Cute and fun but Famista is better.

Pokemon N/A

Noely didn't give this a score because the Japanese text ruins it. Wait for the UK version of this fighting Tamogatchi game.

Puyo Puyo Sun 64 70%

Guide your coloured blobs as they fall and try to match like with like. Great two player game but a bit dull if you're on your own.

Super Robot Spirits 47%

Limited Gundam beat'em-up where huge robots with little people in their heads kick the shiny bolts out of each other.

Susume 77%

Bloppy Tetris is good thanks to lots of neat little sub games that make up for the simplicity of the main game. Check it out!

Tohkon Road 72%

Japanese wrestling game that lacks all the fun of WWF or WCW because it doesn't have the famous personalities.

Virtual Hiryu No Ken 80%

A beat'em-up with two different modes: normal and super deformed (stumpy characters). Good fun!

Wheel of Fortune 59%

There's a lot of good fun (for all the family) to be found in this American quiz show. Not great, but better than Jeopardy.

MISCELLANEOUS

Top Boss: Pilotwings 91%

Fool and the Gang: Rampage World Tour 33%

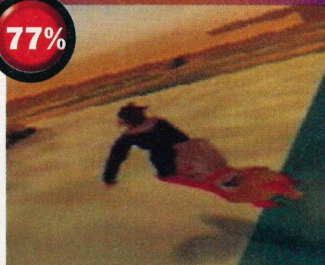
Air Boarders

Human

Swap realistic skateboards for Back To The Future II style hovering jet boards and head to the stunt park. Excellent graphics with well animated characters and huge tracks that are lush and packed with detail. Good fun, but the lack of a race option seriously limits its longevity. Worth looking at if you're after something different, but not a patch on 1080.

Issue 8, Jun '98

77%



**NEXT
MONTH**

Duke Nukem Zero Hour

The Duke's gearing up for a return, and next month we'll have the lowdown on what he'll be up to in his latest, and hopefully greatest, adventure yet! Come get some more!

Issue 19 on sale **4th March**

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All Star Tennis

You know summer's fast approaching when the tennis games start to appear!

REVIEW

BLUEPRINT

Rayman 2

Not looking forward to this yet? You should be! The first shock hit of 1999!



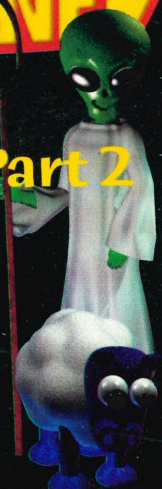
Beetle Adventure Racing

The strangest damn game we've ever seen! San Francisco Rush done properly!

CHEAT ZONE

Space Station: Silicon Valley Part 2

This month was only the beginning! Tip-X has been chasing sheep around the office all month! And when he's not been doing that he's been working on part two of our guide!



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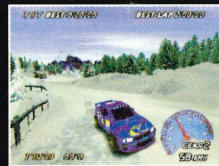
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